

AHQ-REVAMPING SQUAD'S WORKSHOP

“Doorway-Exploit” Fix for Advanced HeroQuest

Version 1.42

Before placing the monsters encountered in a room, the Leader and the GM must each roll 1D12.

***If the Heroes win the *Surprise*:** Monsters are placed two squares away from the doorway unless otherwise indicated below. All monsters (including *Wandering Monsters*) must be placed in the following order: Monsters equipped with Hand-to-Hand weapons are placed first and closest to the Heroes, followed by Monsters equipped with Ranged weapons, Spellcasters, and Characters; weaker monsters (in each group) are placed first. Sentries are placed last and behind all the other monsters. Monsters encountered in small rooms may be placed one square away from the door and adjacent to each other if necessary.

****If the Heroes are *Surprised*:** Each Hero and Henchman in the adjacent section (room or passage) is moved into the room (as far from the entrance as possible and moving diagonally when suitable) a number of squares equal to the difference in scores (minimum 2 and maximum 3 squares in small rooms and 7 squares in large rooms) in the same order the Heroes were activated the turn before, but the Leader and its Henchmen always go first. The Heroes may move one space afterwards and then the GM or the Solo Player may place the monsters in any available space in the room using WHQ's 1-on-1 rule. If there is not enough space, the remaining monsters are placed in adjacent sections. Play then proceeds to the GM Phase of the first Combat Turn.

Optional Rule (for more simplicity): In any mode, whenever the Leader rolls equal or higher than the GM, use only the shaded squares, ignoring the rules in the first and fourth squares for rolling 12 and 1 correspondingly.

Multiplayer

Leader rolls equal or higher than GM	Leader rolls a 12, with a difference in scores of 3 or more.	Heroes automatically win the <i>Surprise!</i> Leader may place the monsters anywhere within the room, and the GM may not move them afterwards.
	Leader rolls equal or higher (not a 12) than the GM, with a difference in scores of 6 or more.	Heroes win the <i>Surprise!</i> Leader places the monsters next to each other (not diagonally) in the manner indicated above (*), and the GM may not move them afterwards.
	Leader rolls equal or higher (not a 12) than the GM, with a difference in scores of 5 or less.	Heroes win the <i>Surprise!</i> Leader places the monsters next to each other (not diagonally) in the manner indicated above (*), and the GM may move them one square horizontally or vertically.
	Leader rolls a 1.	Heroes are automatically <i>Surprised</i> regardless of GM's roll. If the difference in scores is 4 or less, then consider it as a 5 and proceed according to the rule above (**). Heroes may not be moved afterwards.
GM rolls higher than Leader	GM rolls higher than Leader.	Heroes are <i>Surprised</i> . Proceed according to the rule above (**).

Solo Play		
Leader rolls equal or higher than GM	Leader rolls a 12, with a difference in scores of 3 or more.	Heroes automatically win the <i>Surprise!</i> The player may place the monsters anywhere within the room, and they may not be moved afterwards.
	Leader rolls equal or higher (not a 12) than the GM, with a difference in scores of 6 or more.	Heroes win the <i>Surprise!</i> The player places the Enemies next to each other (not diagonally) in the manner indicated above (*), and they may not be moved afterwards.
	Leader rolls equal or higher (not a 12) than the GM, with a difference in scores of 5 or less.	<i>Heroes</i> win the <i>Surprise!</i> The player places the Enemies separated one square from each other (not diagonally) in the manner indicated above (*), and they may not be moved afterwards.
	Leader rolls a 1.	Heroes are automatically <i>Surprised</i> regardless of GM's roll. If the difference in scores is 4 or less, then consider it as a 5 and proceed according to the rule above (**). Heroes may not be moved afterwards.
GM rolls higher than Leader	GM rolls higher than Leader.	Heroes are <i>Surprised</i> . Proceed according to the rule above (**).

Optional rule (for less difficulty): Fate Points may be used by the Leader to influence Surprise rolls, but only the Leader's Fate Points may be spent for that purpose. In order to use a Fate Point for Surprise rolls, the Hero must announce it before rolling the dice, and the Fate Point is spent regardless of the result. In such event, the Fate Point will have the effect of making the Leader's roll equal to the GameMaster's roll.

Monsters encountered by Sentries: Sentries do not roll for Surprise when they encounter monsters; the first monster must be placed as close to the Sentry as possible. Any remaining monsters must be placed in squares adjacent to ones which already contain a monster, and that are no closer to the Sentry than the square where the first Enemy was placed. Monsters encountered by Sentries always move and attack in their first Activation.