

AHQ-REVAMPING SQUAD'S WORKSHOP

Doorway-Exploit Fix for Advanced HeroQuest

Version 1.46

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 for small rooms. All monsters (including *Wandering Monsters*) must be placed in the following order: Monsters with Hand-to-Hand weapons are placed first and closest to the Heroes, followed by Monsters with Ranged weapons, Spellcasters, and Characters. Weaker monsters (in each group) are placed first. Sentries are placed last and behind all the other monsters. In small rooms (or when needed) monsters may be placed one square away from the doorway 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 adventurers were activated in the previous turn, but the *Leader* and his Henchmen always go first. The Heroes may move one square afterward, and then the GM or the Solo Player may place the monsters in any available squares in the room using WHQ's 1-on-1 rule. If there is not enough space in the room, 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 results for rolling a 12 and a 1.

MULTIPLAYER

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| Leader rolls equal or higher than the GM | <i>Leader</i> rolls a 12, with a difference in scores of 3 or more. | Heroes win the <i>surprise!</i> The <i>Leader</i> may place the monsters anywhere within the room, and the GM may not move them afterward. |
| | <i>Leader</i> rolls higher than the GM (not a 12), with a difference in scores of 6 or more. | Heroes win the <i>surprise!</i> The <i>Leader</i> places the monsters next to each other (not diagonally) in the manner indicated above (*), and the GM may not move them afterward. |
| | <i>Leader</i> rolls equal or higher than the GM (not a 12) with a difference in scores of 5 or less. <i>Leader</i> rolls a 12 with a difference in scores of 2 or less. | Heroes win the <i>surprise!</i> The <i>Leader</i> 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. |
| | <i>Leader</i> rolls a 1. | Heroes are automatically <i>surprised</i> regardless of the 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 (**). The Heroes may not move afterward. |
| GM rolls higher than the Leader | GM rolls higher than the <i>Leader</i> . | Heroes are <i>surprised</i> . Proceed according to the rule above (**). If the difference in scores is 6 or more, the Heroes may not move afterward. |

| SOLO PLAY | | |
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| Leader rolls equal or higher than the GM | <i>Leader</i> rolls a 12, with a difference in scores of 3 or more. | Heroes win the <i>surprise!</i> The player may place the monsters anywhere within the room. |
| | <i>Leader</i> rolls higher than the GM (not a 12), 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 (*). |
| | Leader rolls equal or higher than the GM (not a 12) with a difference in scores of 5 or less. <i>Leader</i> rolls a 12 with a difference in scores of 2 or less. | Heroes win the <i>surprise!</i> The player places the Enemies separated one square from each other (not diagonally) in the manner indicated above (*). |
| | <i>Leader</i> rolls a 1. | Heroes are automatically <i>surprised</i> regardless of the 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 move afterward. |
| GM rolls higher than the Leader | GM rolls higher than the <i>Leader</i> . | Heroes are <i>surprised</i> . Proceed according to the rule above (**). If the difference in scores is 6 or more, the Heroes may not move afterward. |

Monsters encountered by Sentries in Rooms: 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.

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 used 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 this event, the Fate Point will have the effect of making the Leader's roll equal to the GameMaster's.

Optional Rule (to reduce the effects of the bottleneck issue even more): Models may push adjacent opponents horizontally or vertically instead of moving. A model may push even if it is in a focused death zone. The pushing model and the target each roll a die and add their Strength values, they also (correspondingly) add +1 for each friendly model adjacently behind them in a straight and continuous line. Only the friendly models (in a continuous line) that have not moved during the same turn are considered for the bonus. The model with the highest result then pushes the opponent(s) one square back, along with each model behind. The successful model may then move to the vacated square. No test is required when a model is pushed out of a focused Death Zone. If the active model fails the push, then the opponent is granted one Free Attack against it. A model may be pushed over into Chasms, Pits, or Spotted Traps. If one of the pushed models stands with its back to a wall or another model, then it is pushed aside instead. A model with its back pushed to a wall must move to a side, preferably toward an unexplored part of the dungeon. If a model cannot be moved, then it cannot be pushed.