

AHQ-REVAMPING SQUAD'S WORKSHOP

Optional Rules for Sentries in AHQ

Version 1.21

Redesign Notes

I have come to realize that Sentries may be a double-edged sword. They have the potential to make the game either more interesting or annoying, so I believe they should be used prudently. Sentries are clearly a threat that may increase the tension and difficulty of the encounters, but they may also become exploitable by simply letting them open the doors, sparing the Heroes the risks of ambushes and traps.

Also, Sentries may turn the game into a monster-chasing matter that will claim most of your gaming space without being even remotely fun. From my point of view, Sentries are incidental elements; the game should be focused on exploring dungeons and slaying monsters, not chasing them.

If the following rule is observed, Sentries may not move (or explore) too far away from the adventurers. In some instances, the adventurers will even have a chance to kill Sentries before these open a door or generate a new passage. Therefore, Sentries are not exploitable or annoying anymore if the following rule is used, but they are still troublesome, particularly in long passages.

Optional Rule for Sentries (Multiplayer & Solo Play)

Sentries may open doors or generate new passages only if a Hero or Henchman is located in the same dungeon section (room or passage) or in any square adjacent to an open door if the Sentry is in a room, also if the Sentry has been attacked (hit or not) in the same turn.

Optional Rules for Sentries in Solo Play

Sentries are placed last and behind the other *Enemies*, but they must always move away from the adventurers toward the closest closed door or unexplored part of the dungeon. A door must be placed immediately accessible for Sentries when they are encountered in rooms or in dead end passages, and there is no other closed door or unexplored junction already discovered.

Sentries must preferably move toward unlocked closed doors. If the only accessible door(s) are locked, the Sentry must preferably open a locked door instead of moving to another room or passage. However, if the Sentry is not able to immediately open a door in its way (because of the rules above) it must ignore the door and move toward the closest unexplored part of the dungeon.

If a Sentry reaches a dead end in a room or passage, it must move back to the closest closed door already discovered and wait in an adjacent square until it is able to open it, according to the rules above. If the Sentry reaches a dead end in a room or passage and there is no other closed door immediately available or any junction to an unexplored part of the dungeon, then the Sentry must turn back and fight when needed.

Sentries are not affected by locked doors; they may open any door as normal. Locked Doors opened by Sentries are considered closed (and locked) for the Heroes. Sentries may not move through stairways. Sentries remain in their positions if all the adventurers exit the level through a stairway or if they exit the dungeon.

When all the *Enemies* of an Encounter have been killed but there are still Sentries wandering the dungeon, the corresponding Combat Turn ends normally if no *Enemy* is in *line of sight*. If the Heroes encounter a Sentry (or any other *Enemy*) during a subsequent Exploration Turn, they complete their Activations and resolve the remaining Phases as normal, starting a Combat Turn afterwards but without rolling for *Surprise* (the Heroes move first as normal).