

# AHQ-REVAMPING SQUAD'S WORKSHOP

## Optional Rules for Sentries in AHQ

Version 1.24

### Redesign Notes

I have come to realize that Sentries may be a double-edged sword in *AHQ*. 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 be exploited simply by having them open the doors, thereby sparing the Heroes the risks of traps and ambushes.

Also, Sentries may turn the game into a monster-chasing matter that will most likely claim 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 or an adjacent dungeon section (room or passage). As a variation for more difficulty, Sentries may generate new passages as normal.

### Optional Rules for Sentries in Solo Play

Sentries are placed last and behind the other monsters, 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 if there is no other closed door or unexplored junction already discovered.

***\*Optional Rule for more difficulty:*** *The GameMaster rolls 1D4+2 for every Sentry encountered. The result is the number of rooms or wandering monsters the Sentry may discover normally. After that point, Lairs discovered by the Sentry will not have treasure chests, and the Enemies encountered by the Sentry will not provide any loot.*

Sentries must preferably move toward closed doors. However, if the Sentry is not able to immediately open a door in its way (because a Hero or Henchman is not in the same or an adjacent dungeon section), it must ignore the door and move toward the closest unexplored part of the dungeon.

***\*Optional Rule for more difficulty:*** Rooms and passages encountered by Sentries must have at least one door.

If a Sentry reaches a dead end or stairway, 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 (when a Hero or Henchman is in the same or an adjacent dungeon section).

If the Sentry reaches a dead end, stairway or room and there is no other closed door immediately accessible or any junction to an unexplored part of the dungeon, then the Sentry must turn back and find another way or fight when needed.

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 monsters of an encounter have been killed but there are still *Sentries* (or any other monster) in the dungeon, the last Combat Turn ends normally if no monster is in *line of sight* of the adventurers. If the Heroes encounter a Sentry (or any other monster) during the Hero Phase of an Exploration Turn, the remaining Activations and Phases are resolved as normal. The second GameMaster Phase of the turn is omitted (as normal) if monsters are in line of sight after the Exploration Phase has been resolved. A combat Turn must then start immediately afterward (as normal) rolling for surprise only if it is required by new groups of monsters encountered in the Exploration Phase.