



ADVANCED HEROQUEST

Remasterisé par Héroquest-Revival 2014

LES PIONS

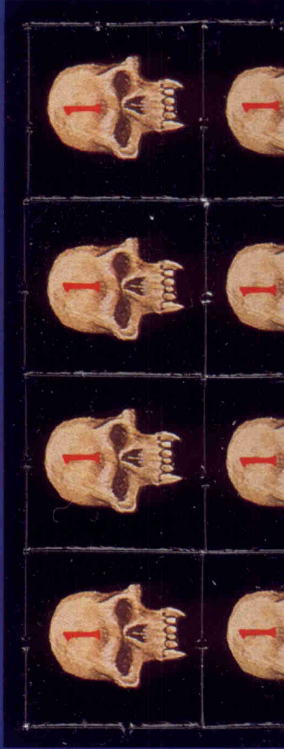
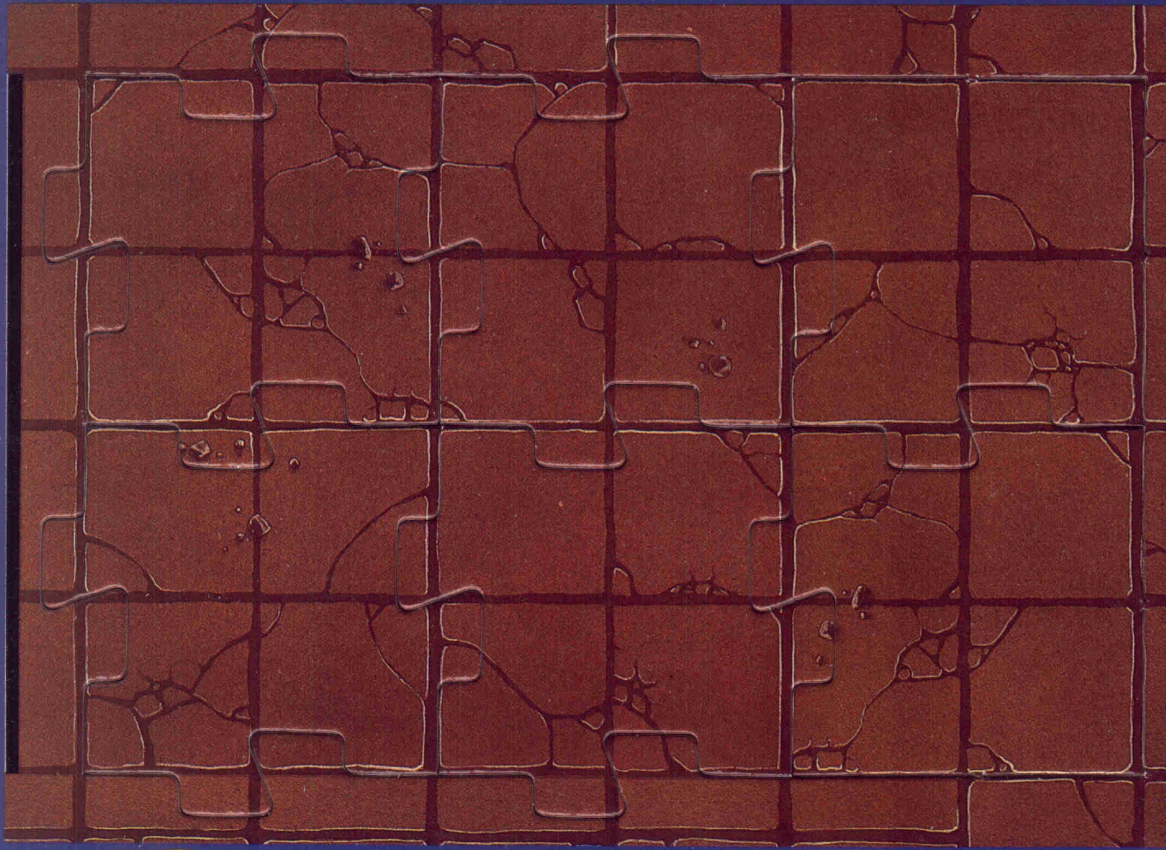


DUNGEON COUNTERS



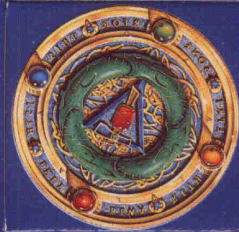
MONSTER CHARACTER CHITS





MONSTER CHARACTER CHITS

STAIRS

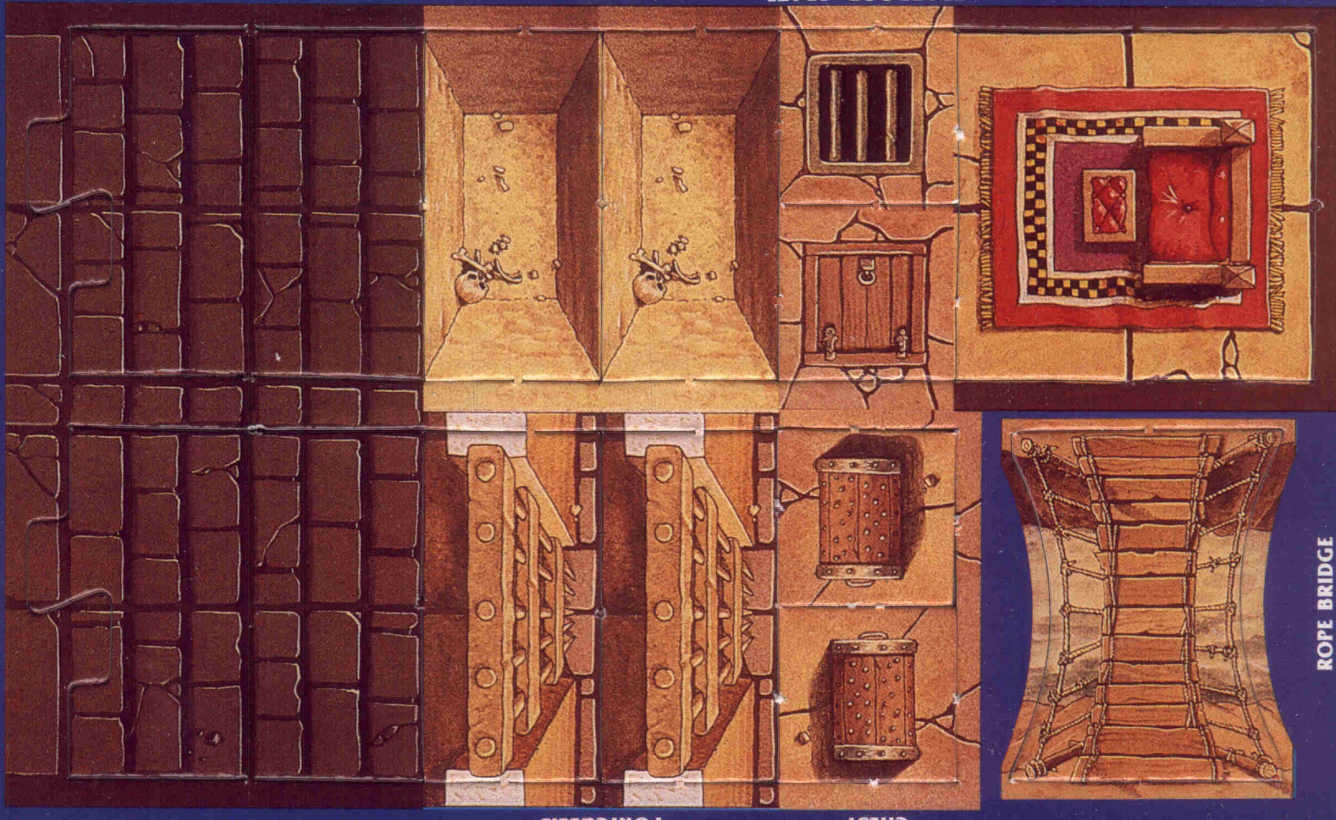


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STAIRS



PORCULLIS

CHEST

ROPE BRIDGE

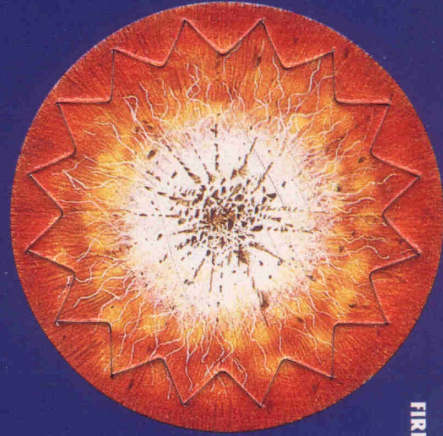
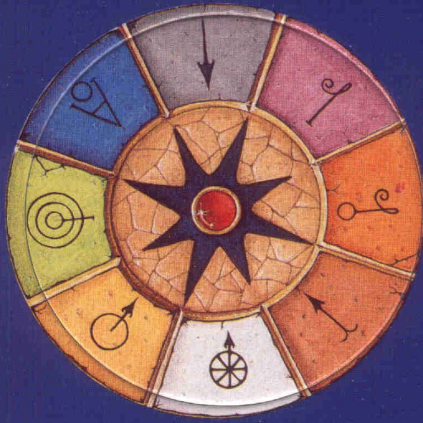
MONSTER WOUND CHITS

PIT

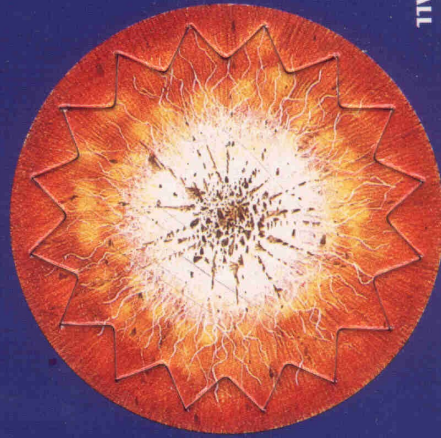
TRAPDOOR GRATE

LES TUILES

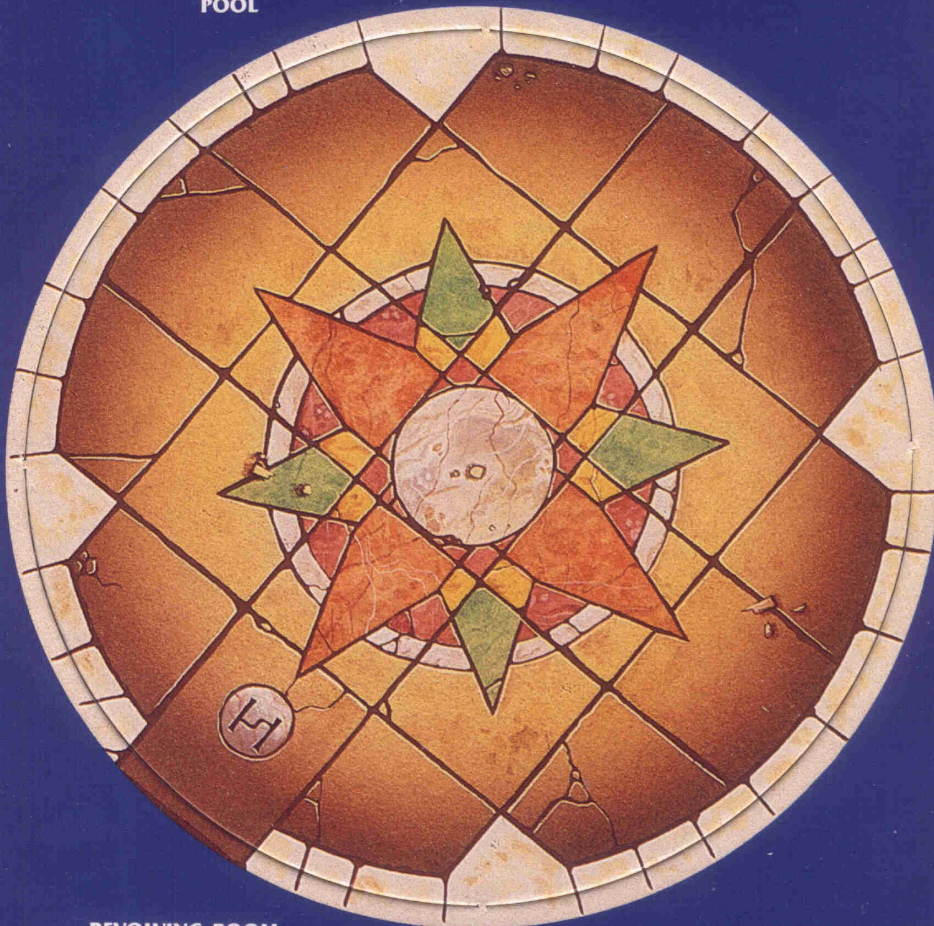
MAGIC CIRCLE



FIREBALL

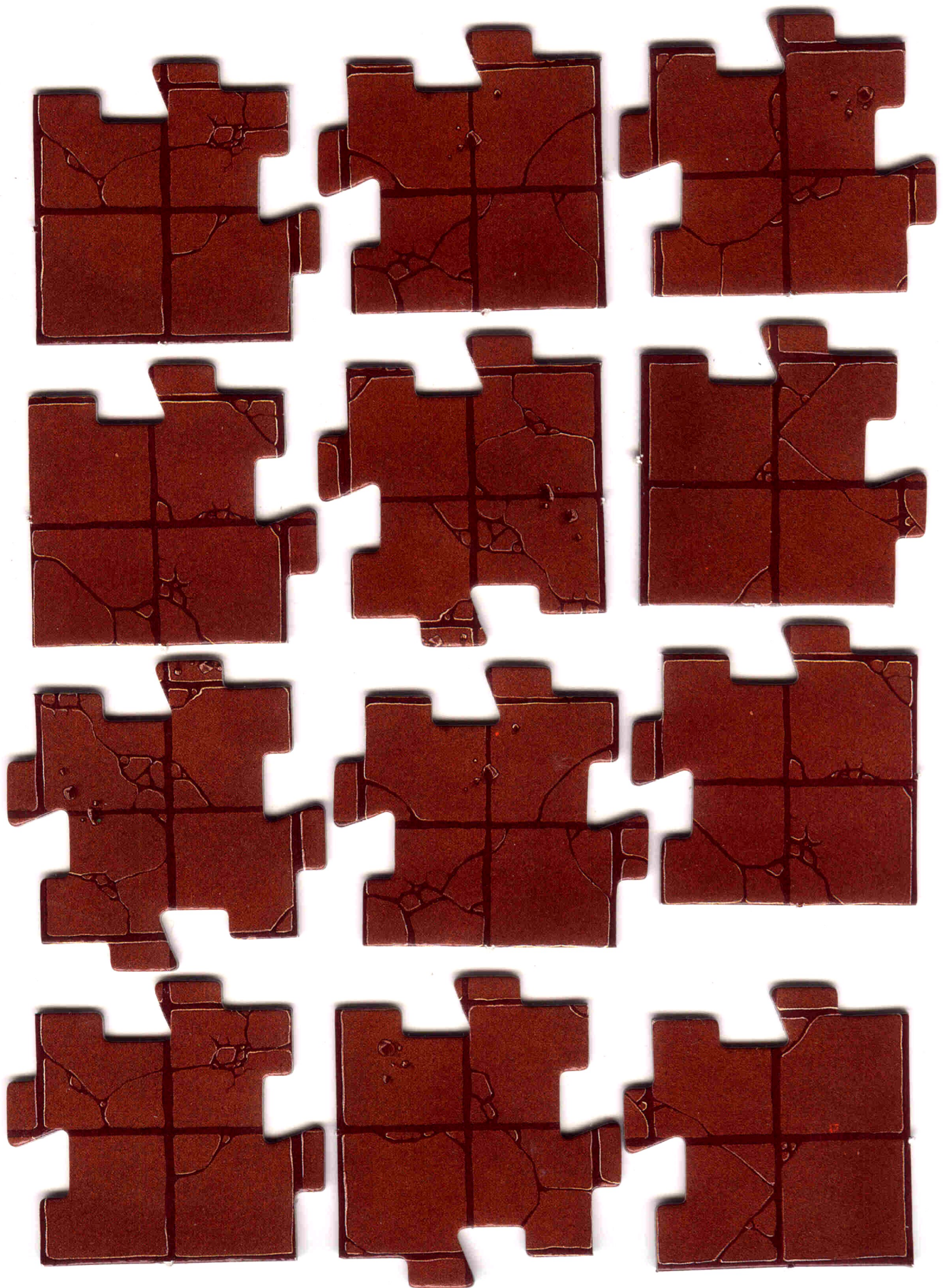


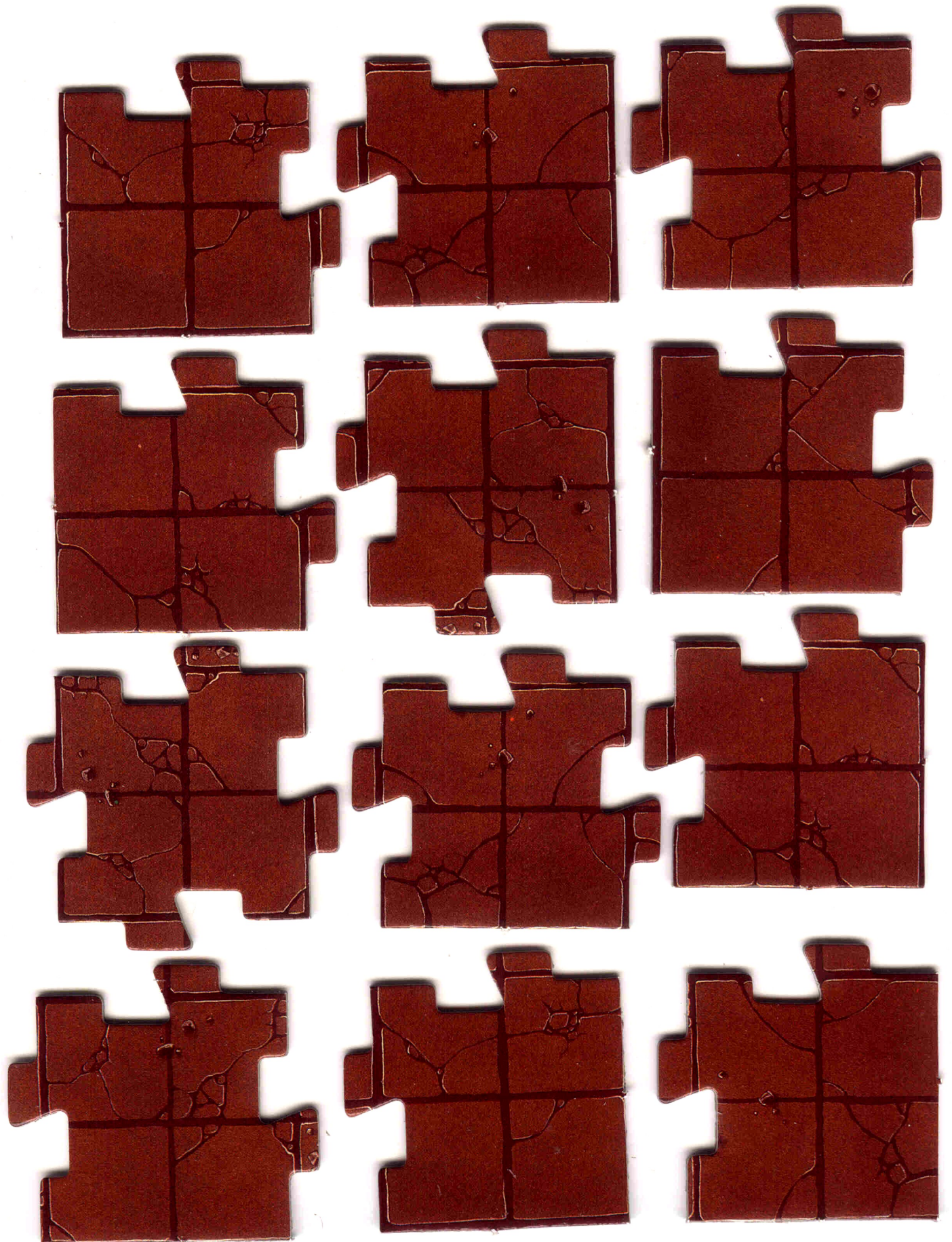
POOL

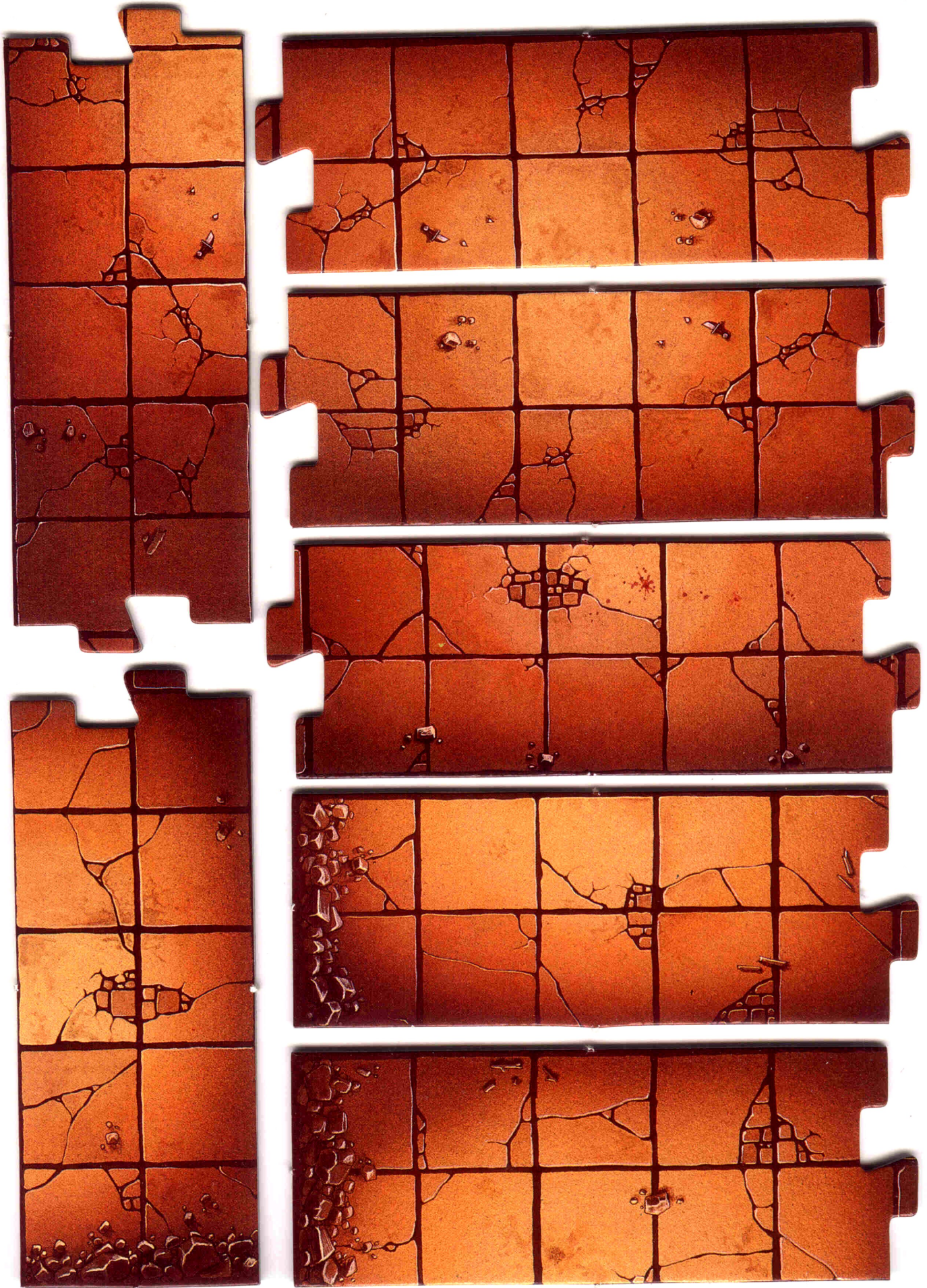


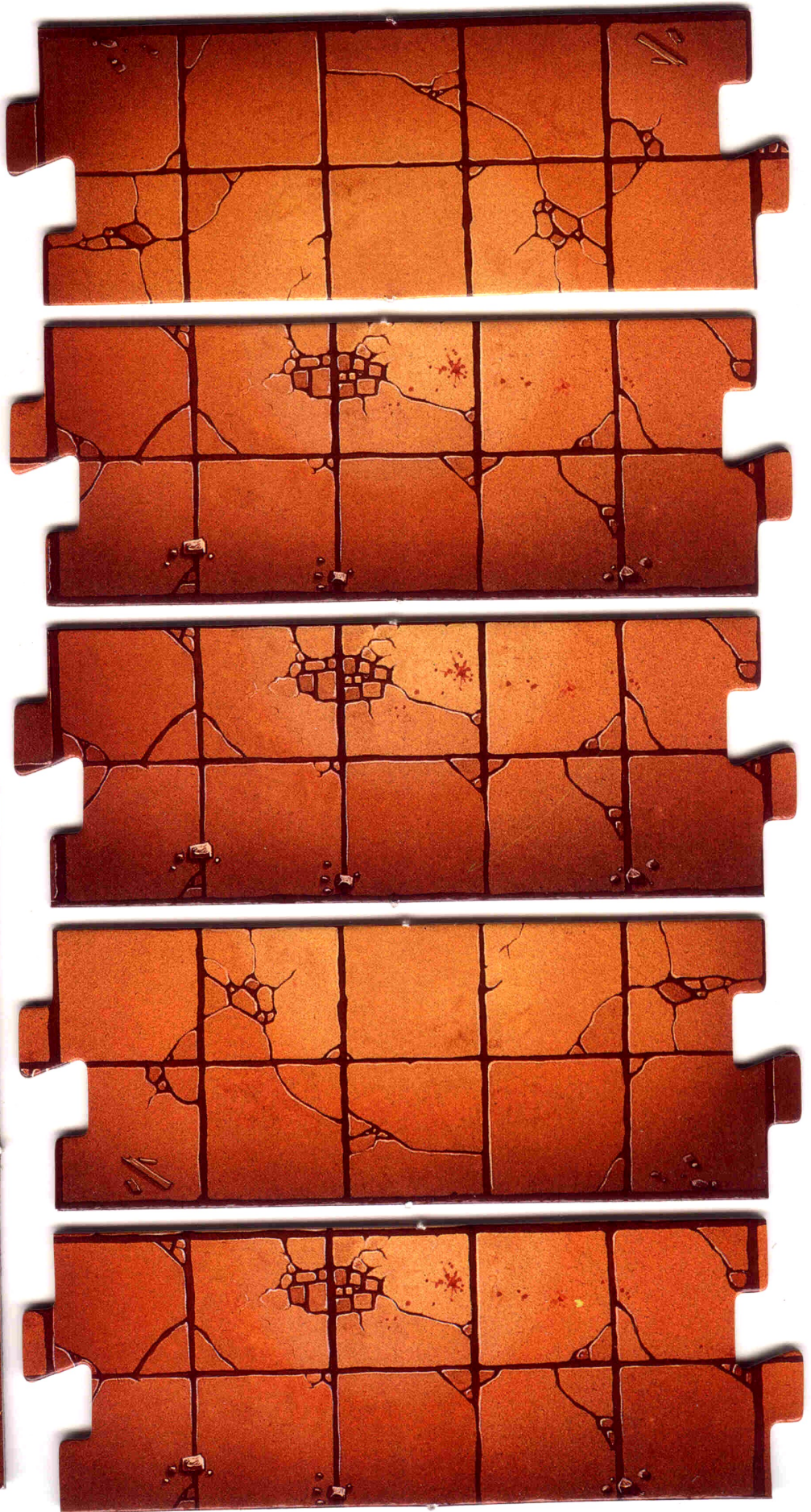
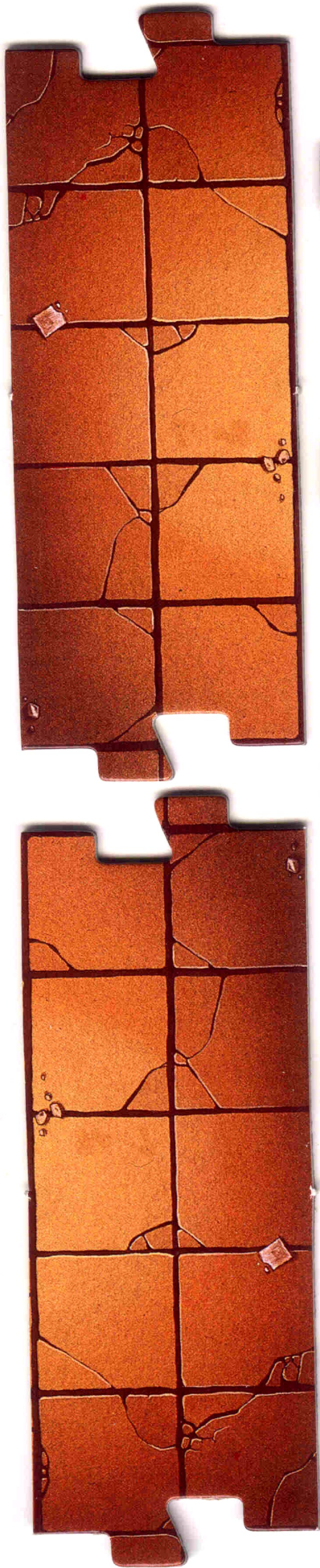
REVOLVING ROOM

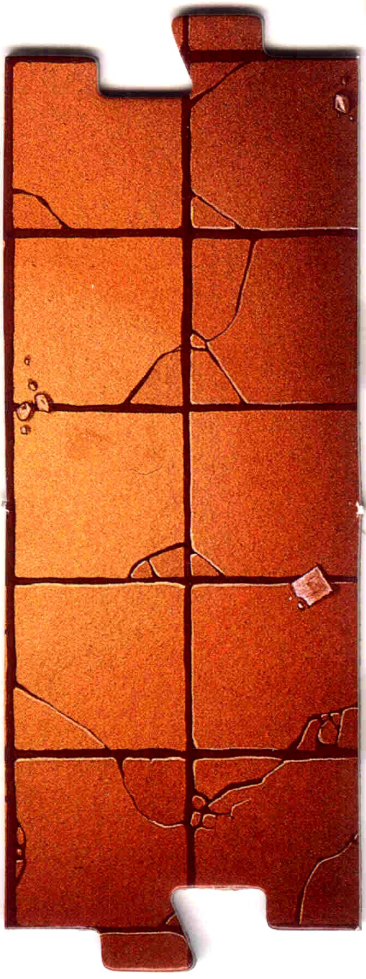
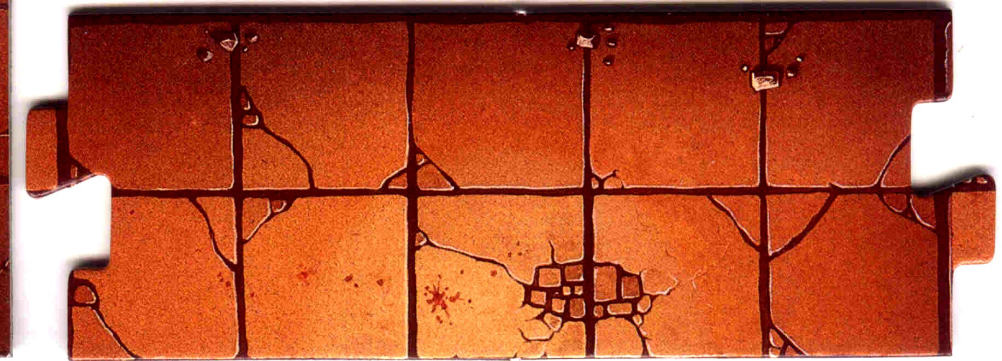
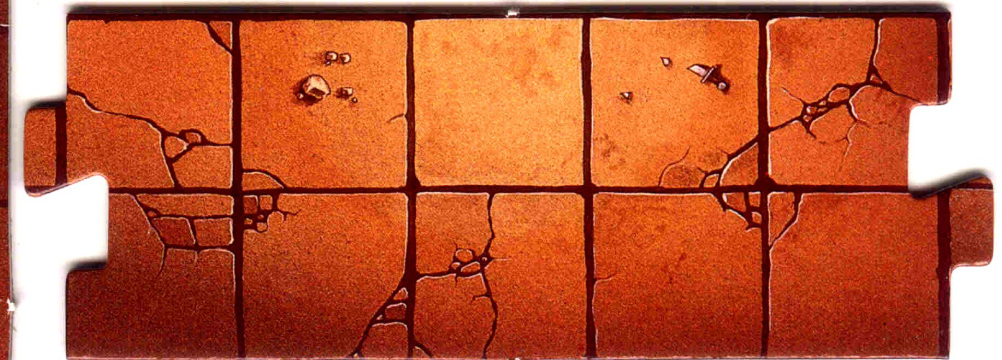
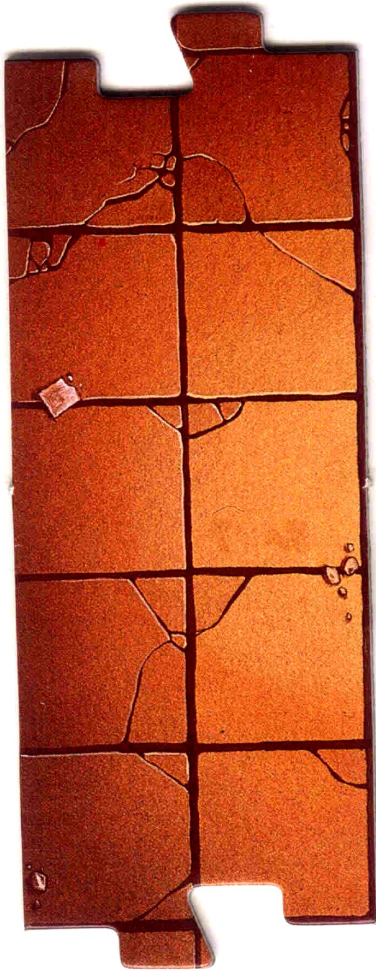
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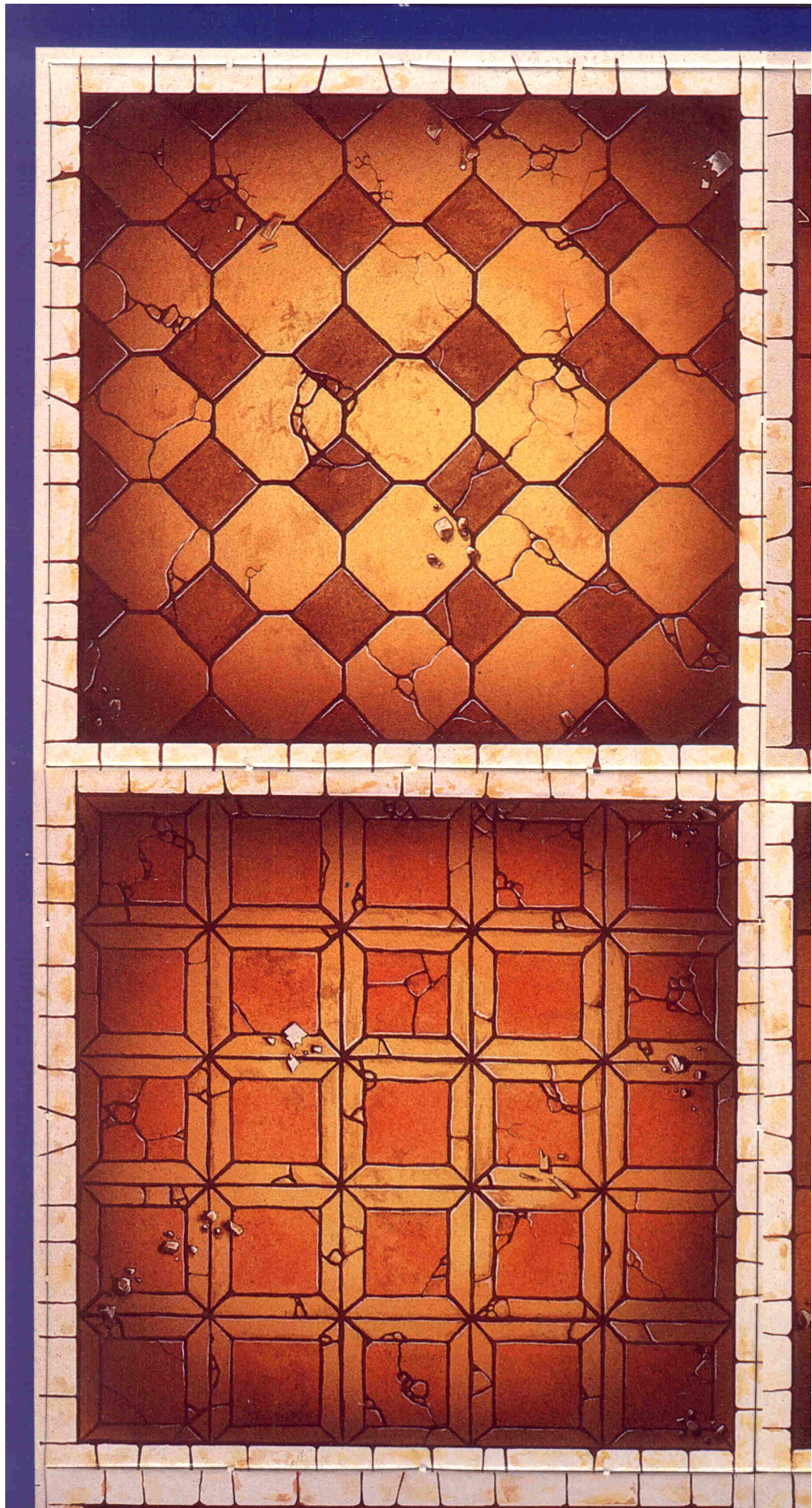


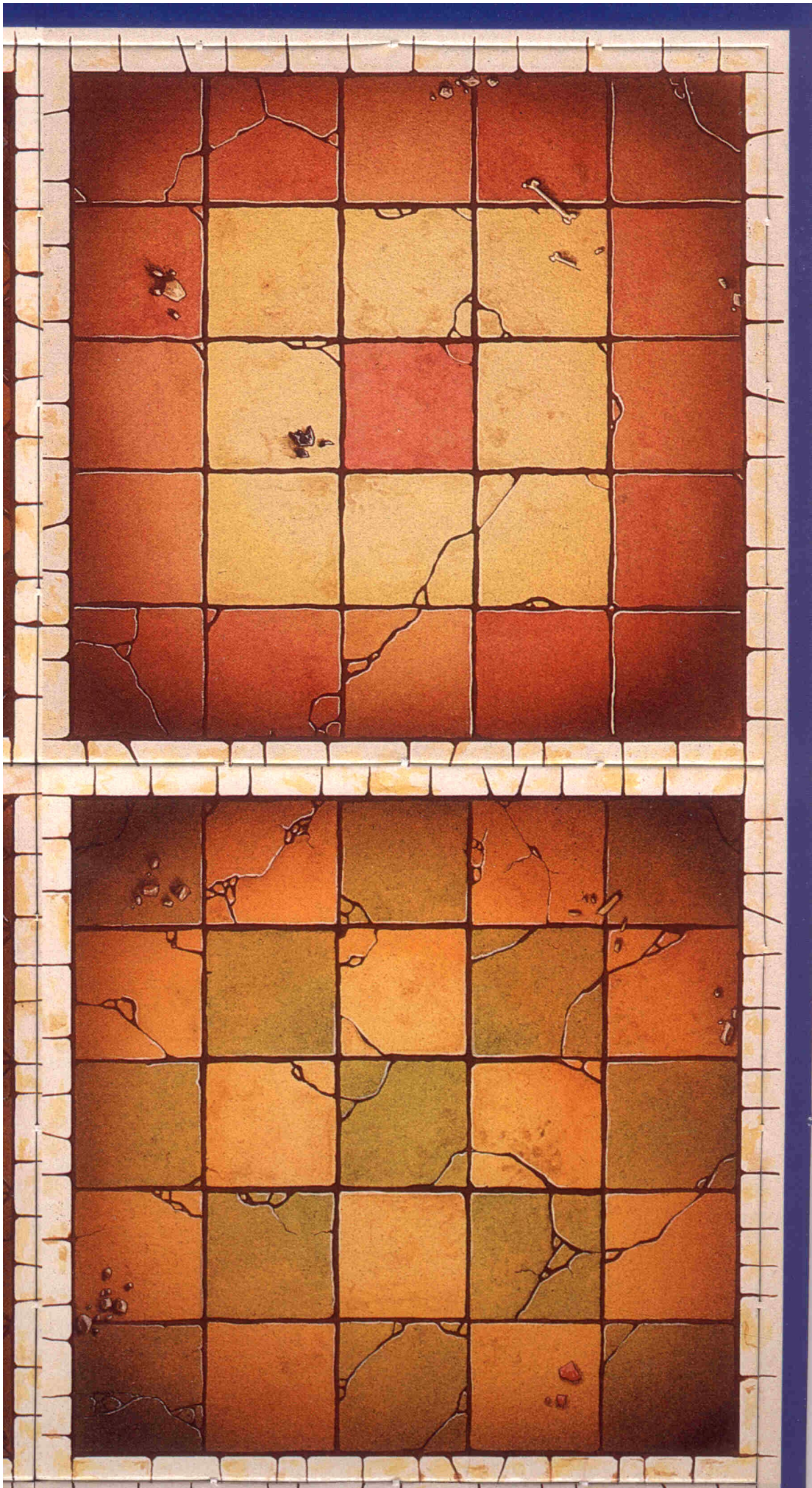


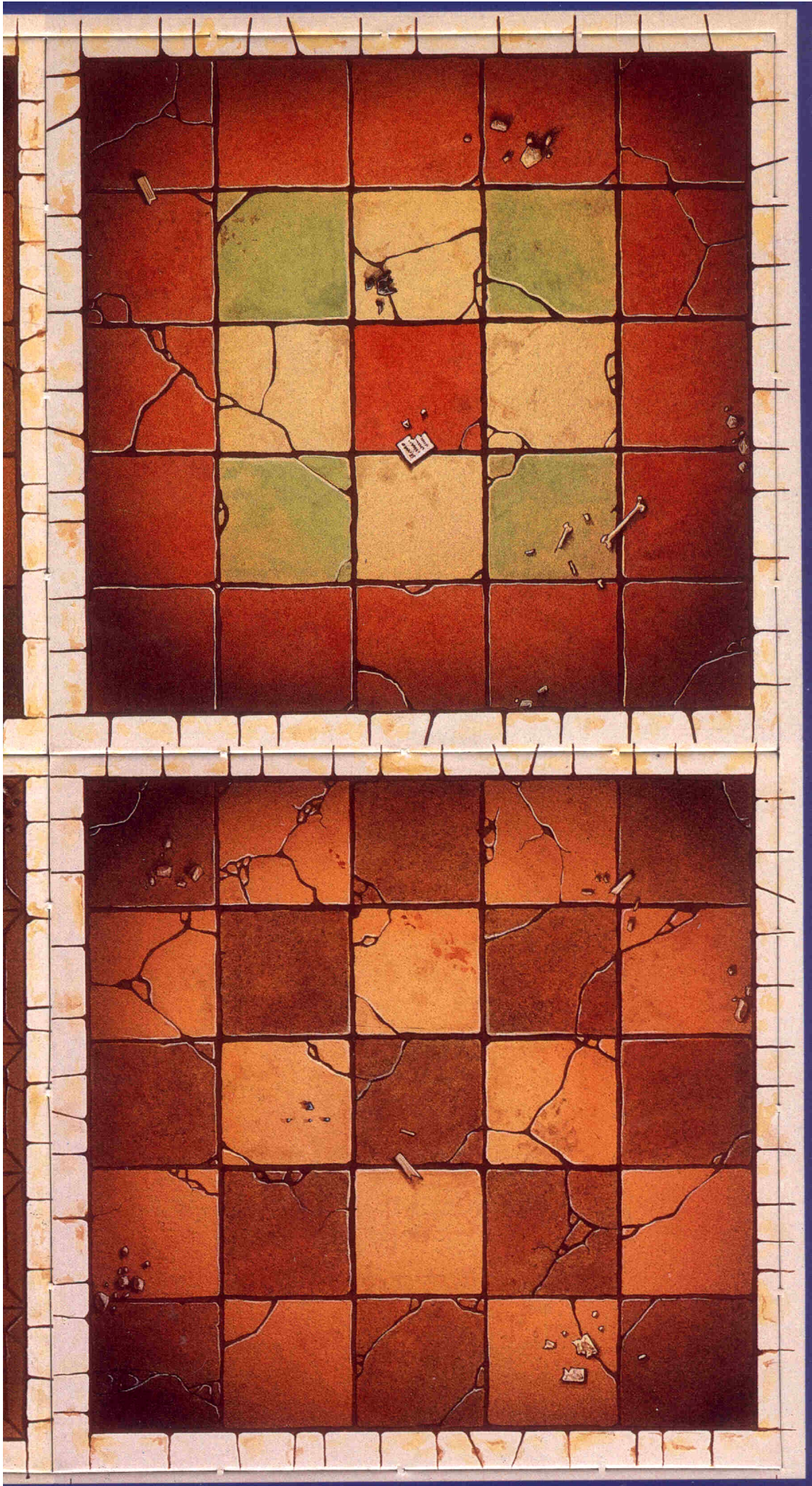


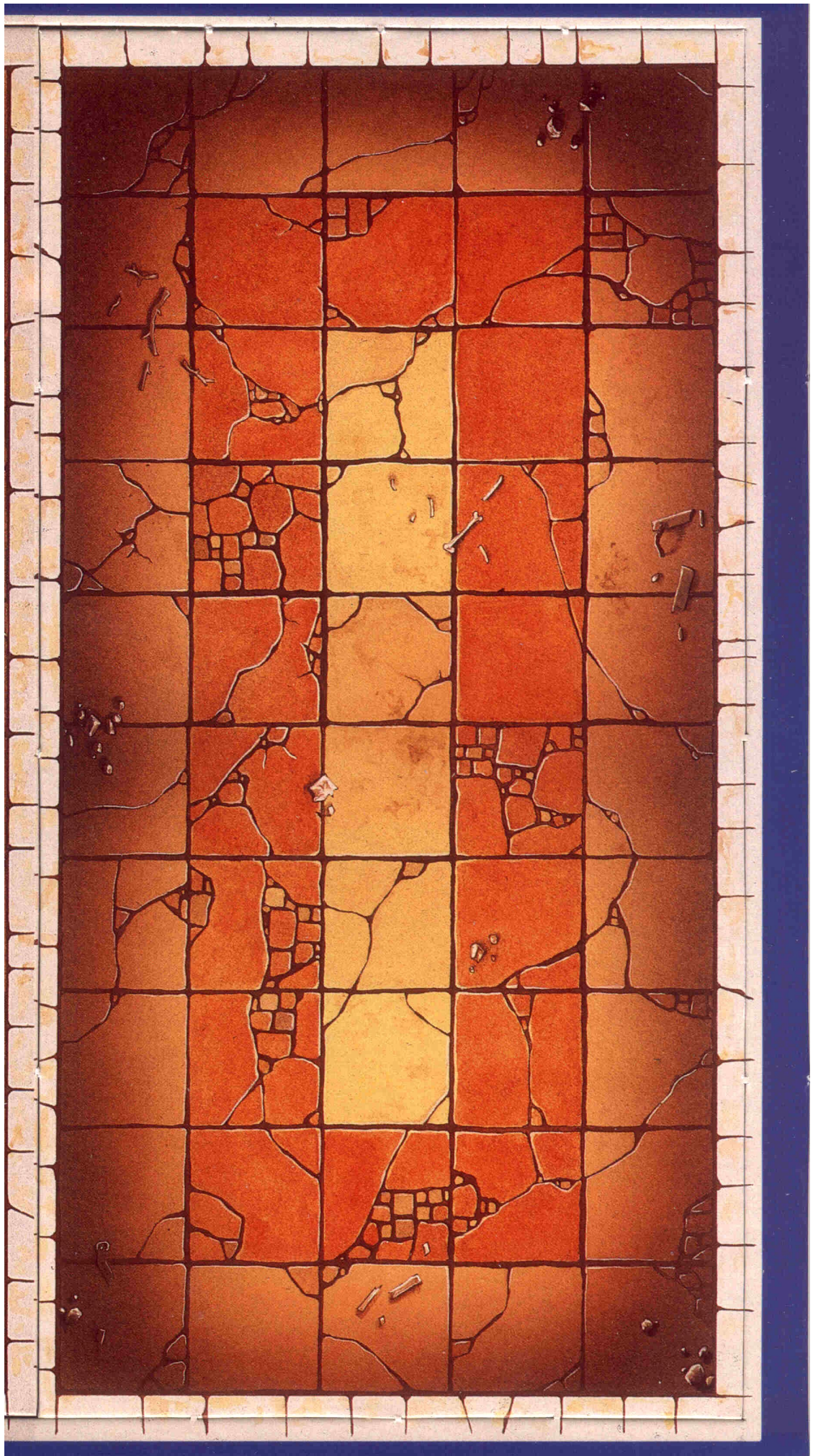




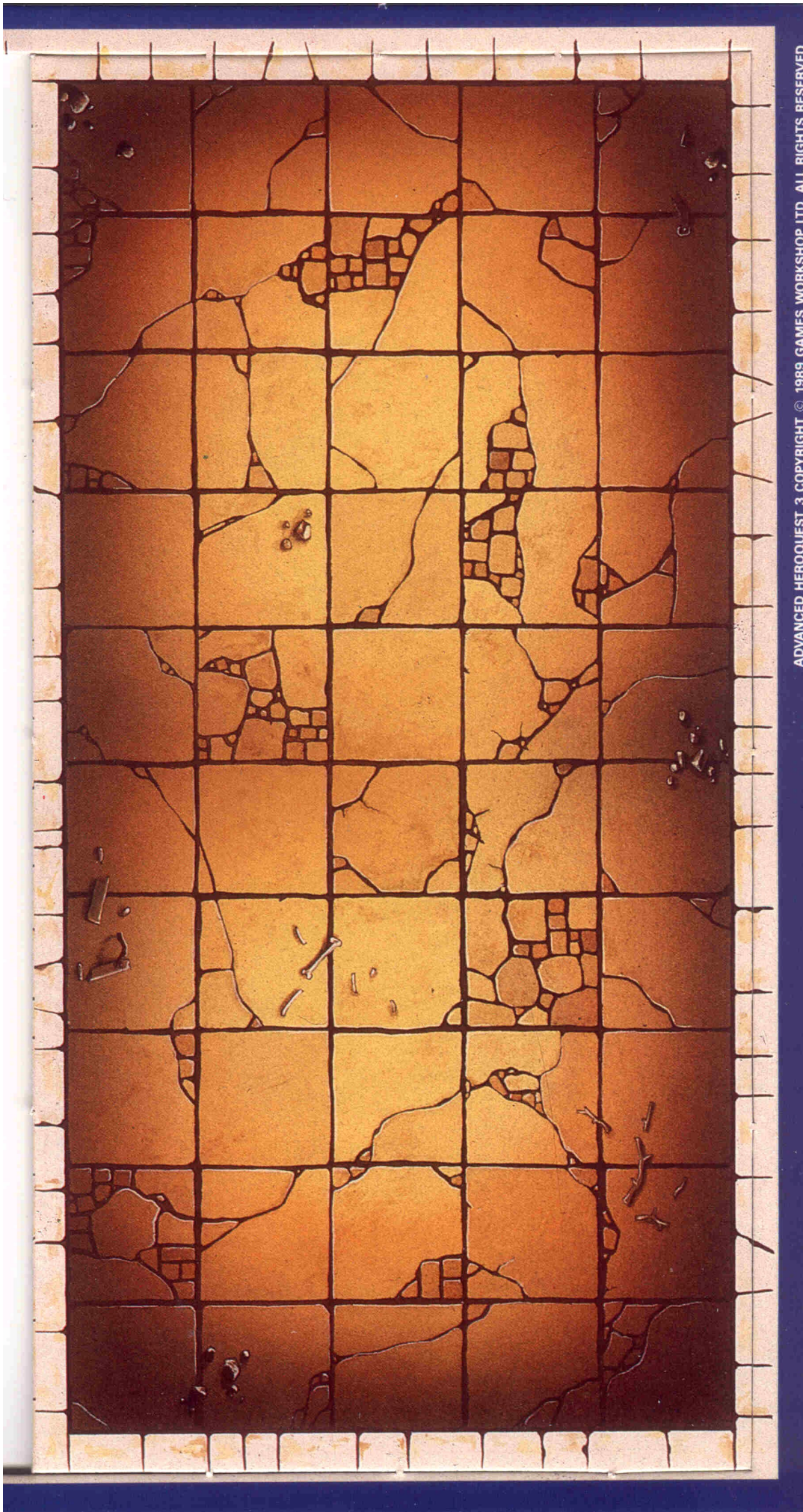














Advanced Heroquest is a complete game, and contains everything you need to enter the underground domains of the Old World in search of adventure.

Roleplaying a band of heroic characters, you descend into the gloomy depths in search of treasure, with only your wits, swords and spells to protect you from the fearsome monsters that wait around every corner.

To represent your characters and their opponents, the game is packed with 36 finely-detailed plastic Citadel Miniatures: 4 Heroes, 12 Henchmen, and 20 Skaven. The game features a full-colour, interlocking board that forms the tortuous passageways of the dungeon, and comes complete with all the counters, mapping paper and character sheets you need.

Advanced Heroquest revolves around a full campaign system, with each game as a single episode in the Heroes' adventuring careers. Each successful foray beneath the earth can improve their abilities. They can buy better equipment with the treasure they find, or hire henchmen to make the party stronger. Advanced Heroquest also includes full rules for solo play.

Advanced Heroquest will be fully supported in White Dwarf, and future releases will add new scenarios and more detail to the system and its background. The game is a gateway to a world of adventure and excitement, rich with unimaginable treasures for those with the courage to find them.



Heroic Warrior



Wood Elf Adventurer



INCLUDES
FULL RULES FOR
SOLO
PLAY



Wizard of the College of Bright Magic



Imperial Dwarf Adventurer

Heinrich was the first into the room. The others were nearing the limit of their stamina, and only Heinrich's iron will - the product of years of experience as a warrior - stopped him from succumbing to the pain of his many wounds. He moved cautiously, balanced on the balls of his feet, and peered through the dimly-lit gallery. As if from nowhere, a red-armoured Warrior wielding two ugly-looking blades suddenly towered above him. Then Torallion was at his side, closely followed by their Henchmen. Against such odds, even a Warrior of Khorne stood little chance, he despatched two of the Henchmen, stumbled and fell. In that instant the survivors were upon him, pinning him to the mossy floor. He struggled and kicked with inhuman strength, but Heinrich and Torallion would not be thrown off; blood seeped through his armour and ran in scarlet rivulets along the flagstones. With a final spasm, the great Warrior expired.

Sven ran forward to search the chest the Chaos Warrior had been guarding; within seconds he'd found what they were after. The Dwarf turned to show the others: he held a fragment of the Amulet of Solkan towards them. Sven looked up. Just three more to find..."

