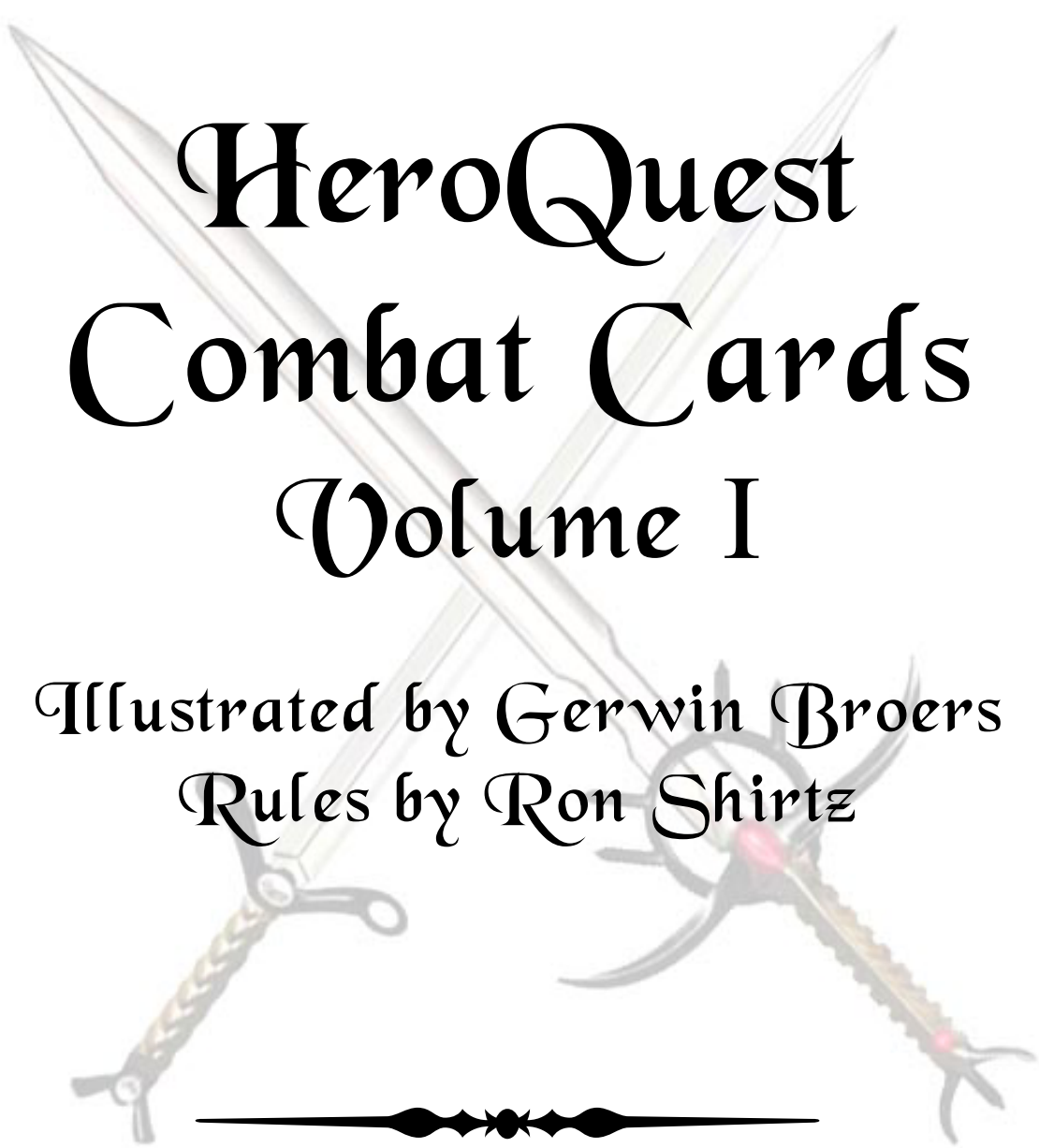




HeroQuest Combat Cards Volume I

Illustrated by Gerwin Broers
Rules by Ron Shirtz

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RoundHouse



Any Hero with a two-handed sword or axe may strike all adjacent enemies with a single attack. Roll the weapon's normal combat dice and apply the results to all enemies in adjacent squares.

Parry & Riposte



You are able to completely parry an attack without taking any damage, and immediately follow up with a return attack. The opponent defends against your attack with a one less combat die.

Mighty Blow



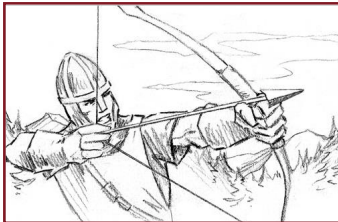
You summon up a hidden reserve of strength and will for a concentrated attack! After rolling your combat dice multiply by 2 the final die roll results, and apply that result against your opponent.

Dodge & Trip



You successfully sidestep a single opponent's attack and take no damage. Furthermore, as he rushes by you trip him, causing him to fall heavily to the ground. That opponent loses his next turn.

Careful Aim



You take careful aim to hit your opponent with a well-placed shot with an arrow, throwing knife, or any other type of missile weapon. After rolling your combat dice multiply by 2 the final die roll results and apply that result against your opponent.

Heroic Charge



Your opponent quavering at your mighty war cry as you charge him! You attack with 2 extra combat dice and your opponent defends with one less.

Slip



Your path is blocked by one or more opponents. You may successfully slip through them unharmed as long as there is at least one empty square behind them.

Heroic Sacrifice



You take the blow intended for another member in your party! You must be adjacent to the left or right of your comrade to perform this feat.

Disarm & Capture



You need a prisoner for information! If you roll enough combat dice to kill an opponent, that opponent is disarmed and captured instead.

Mob Rush



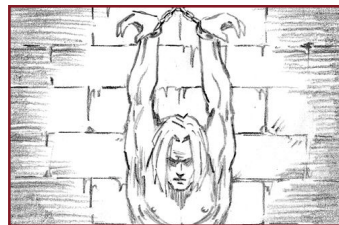
2 or more Monsters adjacent to any Hero may combine their die roll attacks into a single large attack.

Harass



A favorite tactic of Goblins! Any one Goblin may make it's full movement, attack a Hero, and run away again at full movement rate. The Hero may not defend during the attack.

Captured!



The Chaos Master wants a Hero for a prisoner! Any 2 or more Monsters adjacent to any Hero may combine their die roll attacks into a single large attack. If they successfully beat the Hero's Defense die roll by at least two points, that Hero is disarmed and captured!

Death Grip



Any Monster that is adjacent to a Hero after being killed will fall on that Hero and cling to him or her. That Hero loses his or her next turn as a result.

Back From the Dead



Just when you thought you had successfully dispatch your opponent, he jumps up from the ground and attacks you! That opponent is given back one hit point and will fight until he or any and all Heroes are killed.

Wounded Frenzy



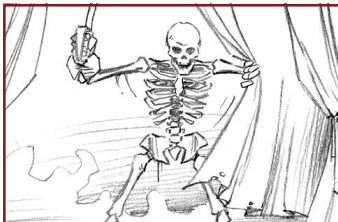
A Hero's attack has merely angered a Monster by wounding it! Any one Monster under a Hero's attack suffers no damage and may immediately counterattack during the Hero's current turn, with two extra combat dice. The Hero may defend normally.

Snatch!



Any Goblin may run up to it's full movement rate up to a hero, steal one type of item, and run away again at full movement rate. The item stolen is determined by the following red die roll:
1-2 Any one Potion
3-4 All Gems
5-6 All Gold

Ambush!



One Monster appears suddenly out of nowhere to attack a Hero! That Hero cannot roll any defense dice against the first attack by the ambushing Monster.

Thick Skull



Any successful attack by a Hero against a Monster fails due to the tough nature of the Monster.





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