

Mighty Empire Campaign rules

When adding Heroquest Heroes

STATS AND CLASSES

too busy watching over their armies to
ny quests. The follow classes are
d each character model purchased for
ster armies, except for the general, needs
lass when purchased. No mounts from
er army list may accompany the heroes
geons.

DEFEND	STARTING POINTS	
	BODY	YNT

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SPELLS

As with the wizard, each race will have its own traits. The rest of the chaos traits include no ranged attacks, the Ranger is not available to them. The wizard can have better armor and weapons from the armory. The "n/a" stands for not applicable. Ex: a chaos sorcerer may not wield a short sword and will only be able to upgrade to a longsword for a warmaster combat bonus.

CHAOS WIZARD	
CHAOS WIZARD WARMASTER BONUS	ITEM
X	Dagger
X	Staff
n/a	Shortsword
+1 attack	Longsword
	Helmet
	Chain Mail

Elf Characteristics are as follows. All heroes have 1 less Body Point except for the wizard, 4 is the minimum. Elf wizards will start with a total of 9 spell cards. Spell limitations are further explained later. Elf missile weapons all have 1 extra attack roll, Ex: the cross bow will roll four attack dice instead of 3.

Dwarf characteristics are as follows. All heroes have 1 more body point, ex: a dwarf warrior will have 8 body points. The wizard class is not available to them as they do not cast magic.

All other races can be developed in further appendixes of the heroquest campaign for mighty empires.

SHORT BOW

Special armory rules are only for the short bow. This item has 2 combat dice to attack. They have an infinite range to attack just like the dagger when thrown or the cross bow. The size of the bolts make it limited compared to the cross bow, however, it can only fire 6 shots during any quest or duel during a warmaster battle.

The Chaos wizard will get 3 spells from the chaos spell deck. The empire wizard can use any one family of spells and then 1 additional spell from any family. The elf can use all of the spells from any 3 families. Furthermore, Elves are the only race that can use duplicate spells. As you train more wizard heroes they must be equipped with their own individual spells. Any summon spells only last for half of the mind points of the wizard rounded down. Ex: the chaos wizard can summon the undead but they will only last 3 turns during the characters beginning mind points. If the wizard ever loses a mind point then the summoned undead will only last 2 rounds.

ARTIFACTS

No magical items from warmaster can be used during a quest but the heroquest artifacts all have rules to be able to be used during a warmaster battle. The rules are as follows

Orc's Bane: Additional +1 to attack when joined with a unit and in combat with an orc or goblin enemy

Spell Ring: Allows the spell caster to automatically successfully cast a spell once per battle. The spell must be announced during the deployment phase of the battle. No other spells can be cast by any means that turn by the ring bearer.

Talisman of Lore: This medallion permanently adds +1 to a spell casters attempt to cast a spell while wearing the Talisman.

Elixir of Life: The elixir will bring a hero back to life without a wound after the character is brought unconscious during combat. The character's equipment is lost if pilfered. Only the character that holds the elixir may use it in this way.

Ring of Return: At any time during the battle's movement phase you may transport any hero within 60cm of the ring bearer to anywhere within 60cm of the ring bearer. Use once during a battle. This does

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Wand of Magic: The spell caster can attempt to cast any 2 different spells during 1 spell casting phase. The item can only be used once during combat. Neither spell needs the other to be successful to be attempted.

RANKS

There are several reasons to send heroes on quests. The added attack bonus' for your characters should entice you enough to send them off during the spring but if not, there are magical items to gather as well as command bonus'. The following quests, when successfully completed, allow the player to choose one of his heroes to earn a new rank and title.

Quest 1: The Trial

Quest 2: The Rescue of Sir Ragnar

Quest 4: Prince Magnus' Gold

Quest 8: the Fire Mage

Quest 11: Bastion of Chaos

Quest 12: Barak Tor – Barrow of the Witch Lord

Quest 14: Return to Barak Tor

The first new rank and title a hero will gain is "Champion". A champion will gain a +1 bonus for their character's command during a warmaster command phase. An empire hero, whose command starts at 8, will rise to 9.

The second new rank and title is a "Knight" and you may add a "Sir" or "Lady" to their name. When they reach knight hood they will be given a Luda, to train personal soldiers for combat. This is represented by a unit of the races basic infantry, ex: empire halbadier or crossbow men, dwarf rangers, or warriors, chaos marauders, or elf spearmen or archers. These units will have the battle honor "GUARD" and will do as the hero orders automatically on the first order given but not as a brigade. The "GUARD" battle honor does not apply with the general in the same manner.

The specially trained units are free to the kingdom as they are created from volunteers. They also do not count towards an army's breakpoint. They do not,

however, regain their numbers in between battles. The casualties stay as they are from battle to battle. Every winter, new volunteers are brought in and trained to fight and replace the fallen warriors. If this unit is completely killed off during combat, they will regain all lost troops during the winter with more volunteers. These troops are exempt from earning any more battle honors or battle scars throughout the campaign.

QUESTS

All quests are available. The only quests by default are those from the original quest book. All others should be chosen carefully. Any characters brought to 0 body points are merely rendered unconscious and may be carried out of the quest. If you leave the hero behind, he or she is left for dead and mourned. Any unconscious hero brought back from the dungeon needs to roll on the "Character Recovery" table found in the mighty empire rulebook on page 39. When you carry a hero out, you may not attack and you may only defend with 2 defend dice despite any extra armor bonuses. You may also only move the distance of 1d6 each turn.

Quests will be conducted for all players before the deployment phase during spring. All players will need to record the quests that they went on, whether completed or not. Roll 1d12 to see which quest you will try. You may skip the quest and roll again next year if you are not up to the challenge, or merely do not wish to play at that time. Failed or skipped quests may be re-tried. If you roll a 12 to select a quest you may then roll an additional d6. If you roll a 1 or 2 you may choose quest 13 instead of quest 12. After a successful completion of quest 13 you may then try quest 14. These quests are linked and only completing quest 13 will allow you to successfully complete quest 14.

During a campaign, the opposing players will play out each other's quests. This will keep both players busy during the quests and allows Zargon to have a real goal, to kill his opponent's heroes.

DUELS

For a hero to fight another in a duel each hero needs to be unattached to any unit of their army. A hero on a special mount is exempt from a duel as well. One

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hero will need to be moved into contact with the other during the movement phase. To start the duel, each player will roll 1d6, the highest roll wins the confrontation and is able to either duel or keep out of combat. In the event of a double, if either of the heroes wishes to not duel then the heroes will not duel. Generals are exempt from dueling. Their large entourages are more than enough to stop any hero from reaching them for one on one combat.

A duel will be on an 11 x 11 heroquest arena. Each hero will be represented by their heroquest model. In each fight there is an attacker and a defender. The hero that moved into contact with the other is always the attacker. The attacker deploys first. The attacker picks a side of the 11 x 11 arena and places their hero model on any space on one side of the arena. The defender will deploy their hero on any space on the opposite side of the arena.

The first turn is already decided. The attacker will go first. All combat, movement and actions are the same as in heroquest. All items, artifacts and magic spells are the same as in heroquest. The only difference is that the players need to think of the warmaster battle as a quest in regard to spells and ammo. If a hero is equipped with a short bow that only has 6 shots then they only have 6 shots no matter how many duels they are in. A wizard only has the spells they start out with and that is it for the entire battle regardless of how many duels they are in. They can restock their ammo and spells in between warmaster battles just like units regain their casualties.

Subsequent turns are started by the players rolling for initiative as in any Man O'War game. Each player rolls a 1d6 and the highest goes first. If there is a double then a player may run. If the fight continues then re-roll until one player rolls higher than the other.

Any hero that is brought down to 0 body points is again only unconscious. The character is pilfered and the winner of the duel may keep any items or gold they find. After the battle, the unconscious hero needs to roll on the character recovery chart on page 39 of the mighty empires rule book.

A duel is an instant action. Once the fight is over with one hero either falling or running you go back to the warmaster game exactly where you left off in the

attacking character's movement phase. You may not bring more than 1 hero into a duel; they are for a 1 on 1 fight only. If a player wants to bring up another duel with another hero after that fight is over they may.

CHARACTER SHEETS

