

HeroQuest Combat Cards Volume II

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Footwork



Your swift movement makes you difficult to strike. You may roll two extra defence dice until the end of the turn.

Rallying Cry



Your rallying cries inspires your comrades to victory! From now until the end of the turn each Hero may roll one extra attack and defence dice.

Charisma



Drawing inspiration from you, one henchman instantly recovers from one wound that would otherwise have killed him. Play this card to ignore one wound that would otherwise kill a henchman under your control.

Feint



A sudden, unexpected move puts you at an advantage! You may reroll one set of dice, either attack, defence or movement.

Luck



Fortune smiles upon you! You may use this card to automatically cancel the effect of one combat card played by the Evil Wizard player.

Berserker Fury



Launching into a berserker fury you hurl yourself into the fray! From now until the end of turn you may trade any number of defence dice to roll any equal number of attack dice. These dice may be distributed amongst any creatures adjacent to you as you see fit.

Keen Hearing



Listening cautiously at the door, you are able to discern precisely how many monsters are in the next room. The Evil Wizard player must tell you how many and what type of monsters that occupy the next room you enter. You may only use this ability when you are adjacent to a closed door.

Hidden Reserves



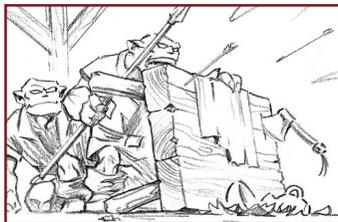
Drawing on hidden reserves of endurance, you shrug off wounds that might kill lesser men. Play this card to immediately heal two body points of damage.

Alertness



Your perception is second-to-none. You may use this card to automatically ignore one Trap, Ambush, Wandering Monster card, or Event.

Cover



Your intimate knowledge of the dungeon allows you to slip into nooks and crannies and avoid missile fire. All missiles fired by the Heroes this turn automatically miss.

Dark Omen



The powers of Chaos conspire to disrupt your opponents!
You may use this card to automatically cancel the effect of one combat card played by one Hero.

Tail Strike!



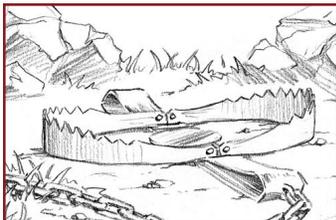
In addition to your regular attack, your Fimir use their tails as maces. Each Fimir you control may make an additional two dice attack this turn.

Goblin Crossbowman



One of your goblins is armed with a crossbow and can shoot a three dice missile attack each turn until defeated. The crossbow is of such shoddy quality that it may not be used or sold by the Heroes.

Trap!



You cronies have set up a trap and one of the Heroes stumbles into it! Roll one combat dice, if the result is a skull, one Hero or henchman of your choice automatically suffers one wound.

Dark Glory



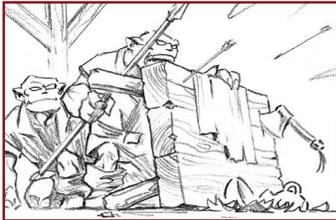
Evil power emanates from the undead under your control!
From now until the end of the turn, all undead defend with skulls instead of black shields.

Overwhelming Fear



One of your minions lets out a primal scream that terrorizes all that hear it! Choose one Monster. Until the end of the turn, to attack that Monster a Hero must roll equal to or less than their mind points on one dice, or be the recipient of a Courage spell.

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