EDITORIAL, CONTINUED

Instead, I’ll simply change my guidelines so that an author’s subscription can be extended for every three typewritten pages (or computer printed pages) that are submitted for publication. Now, don’t try to cheat and send me double-spaced documents. Full width single-spaced documents are what I expect to receive. Hopefully this slight change in my writer’s guidelines won’t be so onerous and will act as an incentive to more people to finally write some decent-sized meaty articles and get their subscriptions extended even easier in the bargain. You can take that as a very big hint, guys.

In case you’re wondering, I’ll give you a preview of what is planned for the next two issues. For November I’ll finish the Fantasy Trip “Endurance” article I started in issue #4 and round off that issue with some more articles by other authors. The December issue will be a special Christmas present in the form of the long awaited WarpWar issue that I’ve been promising. Variant rules, new ship systems, extra charts and more will be featured. My first supplement of the new publishing year will also be included in the form of a larger multi-player map for WarpWar that will allow from four to six players to happily batter each other into submission. Four new sets of counters will also be included, with artwork supplied by a special surprise artist. Until then, always make sure your blaster’s battery pack is fully charged.

The Rogue, A New Hero for HerosQuest

by Carl Forhan

You are the Rogue, a master of cunning and secrecy. You are strong enough to survive many battles in your own right, yet you recognize that sometimes the indirect approach is best. You carry the Tool Kit with you, which allows you to disarm traps by rolling anything but a black shield on one Attack die. Without the Tool Kit, your skills are reduced to only succeeding by rolling a white shield on one Attack die.

You also possess a keen eye when throwing a dagger. Once per battle, you may throw a dagger at any one target that you can “see”. The dagger automatically hits and causes one Body Point of damage, unless your target rolls a black shield on one combat die (only roll one die regardless of the actual number of Defend dice the target possesses). The dagger is lost after it is thrown. Any Hero may carry up to four daggers.

Because you like to travel fast and keep your hands free, you may only wear the Helmet and Chain Mail for armor, and may not use any two-handed weapon (those listed as incompatible with the Shield, such as the Staff and Battle Axe).

If the optional Facing rules are used (from the “HerosQuest Variants” article published in issue #4), then you also have the ability to make Sneak Attacks during a battle by attacking a target from its rear arc. Each attack gains two dice instead of one. You may also move freely through spaces occupied by other Heroes without paying any movement penalty, and through monsters without being attacked (but still pay the movement penalty).

If the optional Facing rules are not used, then only your first attack during a battle is considered a Sneak Attack, and you receive three bonus dice on the attack instead of the amounts listed above.

Use your own figure to represent the Rogue Hero. Only one Rogue is allowed per group of Heroes, and only four Heroes total should be allowed unless the Zargon player has devised an especially difficult Quest.

<table>
<thead>
<tr>
<th>The Rogue</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack Dice</td>
<td>2</td>
</tr>
<tr>
<td>Defend Dice</td>
<td>2</td>
</tr>
<tr>
<td>Body Points</td>
<td>5</td>
</tr>
<tr>
<td>Mind Points</td>
<td>4</td>
</tr>
<tr>
<td>Movement</td>
<td>2 Red Dice</td>
</tr>
<tr>
<td>Starting Weapons</td>
<td>Shortsword and one dagger</td>
</tr>
<tr>
<td>Starting Armor</td>
<td>None</td>
</tr>
</tbody>
</table>

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— Mitch Michaelson of Shadis #18

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