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## New Units Characteristics (bold AT Factor = Weapon Accuracy)

Soviet map edge.

**2B.3 Hedgehog Defense (1942).** A Russian combat group descends on a company-minus strength position defending a river ford.

**Forces:**

**German:** 1(50), 1(75), 2(MG), 6(Inf), 10(ET), 6(Mined hexes).

**Soviet:** 4(T-34b), 2(T-34a), 2(KV-1a), 8(Inf).

**Set-up:** The German sets up all his forces within five hexes of 1617. The Soviet player will enter from one of the four sides of the board (roll on the scatter diagram to see which one).

**First Move:** The Soviet player moves first.

**German reinforcements:** The German player rolls two dice before each of his First Movement Phases for random reinforcements:

2-3 — 1(Stug-B) or 1(Marder III), German player's choice.

4 — one light artillery barrage, to be used that turn.

5-9 — none.

10 — one heavy artillery barrage, to be used that turn.

11-12 — 3(Inf), 3(HT), 1(88 Flak), 1(Truck).

The unit or units (if any) enter at (309) or (3124, if the Soviet player entered from the north map edge).

**Artillery:** Use the Air Unit rules and roll for Air Superiority. The German player also gets random artillery support, as above.

	Armament	AT	Arm	Move	AP	No.
<b>GERMAN</b>						
Armored Car 234/1	20mm	8	I	8	5	1
Armored Car 234/2 (Puma)	50mm	14	I	7	10	1
Marder III tank destroyer	76mm	<b>22</b>	H	6	<b>18</b>	1
20mm Flak gun	20mm	4	6	0	6	1
20mm quad Flak gun	4 x 20mm	<b>10</b>	6	0	20	1
50mm anti-tank gun	50mm	16	6	0	10	1
HMG Section	2 x hvy MG	4	6	2	6	2
<b>RUSSIAN</b>						
BA-32 armored car	37mm	10	I	8	8	2
45mm anti-tank gun	45mm	14	6	0	10	2
Cavalry	small arms	0	5	4	4	6
HMG Section	2 x hvy MG	4	6	2	6	2
37mm AA gun	37mm	<b>6</b>	6	0	8	1
<b>GENERIC</b>						
Truck	none	0	K	8	0	3
Entrenchment	none	-	-	-	-	12
Airplane (1 for each side)	varies	-	-	-	-	2
Barrage markers	light, heavy	-	-	-	-	2

**Game Length:** Eight turns.

**Victory:** The Soviet player wins by either eliminating all the German player's original units

(i.e., the ones he had at set-up) or by having a unit in 1719 on the last turn of the game. The German player wins if the Soviet player fails to win.

# HEROQUEST TREASURE CARDS / Ronald Pehr

• First, add a regular deck of playing cards to the standard HeroQuest treasure wandering monster deck.

• Use the information on the accompanying chart if a playing card is drawn.

• When a Hero searches a room or pit for treasure, and the Quest does not specify a given treasure in that location, the player draws one card.

• All spades are wandering monsters.

• One joker represents a Magic Staff.

• The other joker represents a Dagger of returning.

• All hearts are one-use magic items. See chart for specifics.

• For all other cards, see the chart at right.

Ace	HEARTS	CLUBS	DIAMONDS
	Water of healing (restores four body points)	Flashpowder (ignites when stepped upon, lose one body point)	Sapphire (20 gold)
2	Dust of Sleep (powder acts as Sleep spell)	Flashpowder	15 gold
3	Oil of Slippiness (may move freely through spaces with monsters on next turn)	Falling beam (lose one body point)	10 gold
4	Magic Rock (2d missile weapon)	Falling beam	5 gold
5	Potion of ESP (reveals living beings in any room)	Punji stake (lose one body point)	Diamond (50 gold)
6	Wand of Opening (disarms any trap)	Punji stake	Diamond (50 gold)
7	Potion of Speed (roll double dice for next move)	Scorpion sting (lose one body point)	Ruby (45 gold)
8	Javelin of Thunder (3d missile weapon)	Scorpion sting	Ruby (45 gold)
9	Blessed Cloth (heals four body points)	40 gold	Two emeralds (20 gold each)
10	Potion of Courage (two extra attacks while monster is in sight)	40 gold	Two emeralds (20 gold each)
J	Astral Vapors (may move through rock on next turn)	25 gold	25 gold
Q	Oil of Defense (two extra defense until damaged)	25 gold	30 gold
K	Brew of Intellect (double mind points, one test)	Sapphire (20 gold)	Brooch (75 gold)



Courtesy of:  
**Carl Forhan**

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