Ogre Warrior



Move 6 spaces
Attack 5 dice
Defend 5 dice
Body *Variable*
Mind 1

Ogre Champion



Move 6 spaces
Attack 5 dice
Defend 5 dice
Body *Variable*
Mind 1

Ogre Chieftain



Move 4 spaces
Attack 6 dice
Defend 6 dice
Body *Variable*
Mind 2

Ogre Lord



Move 4 spaces
Attack 6 dice
Defend 6 dice
Body *Variable*
Mind 5

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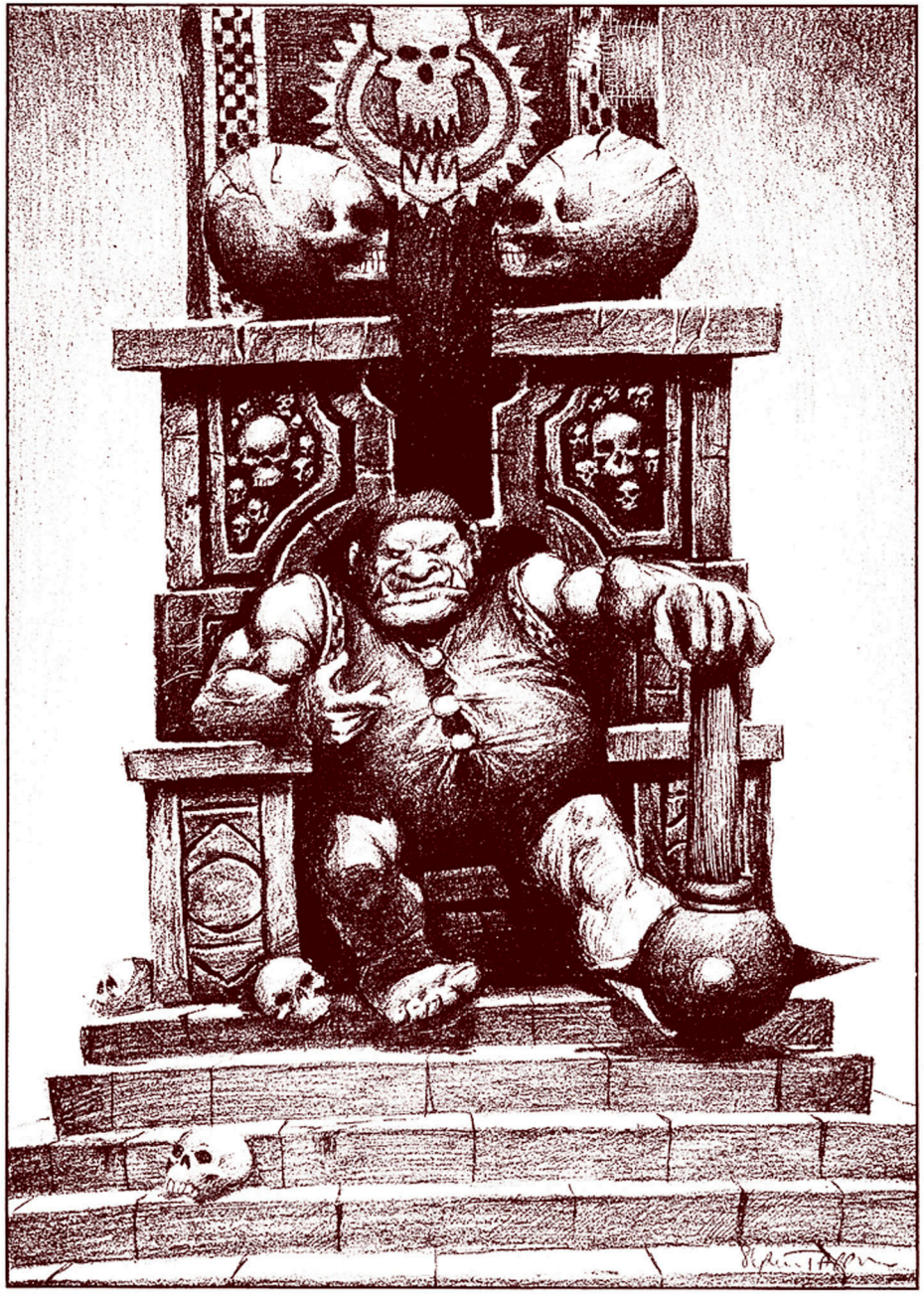
AGAINST THE OGRE HORDE



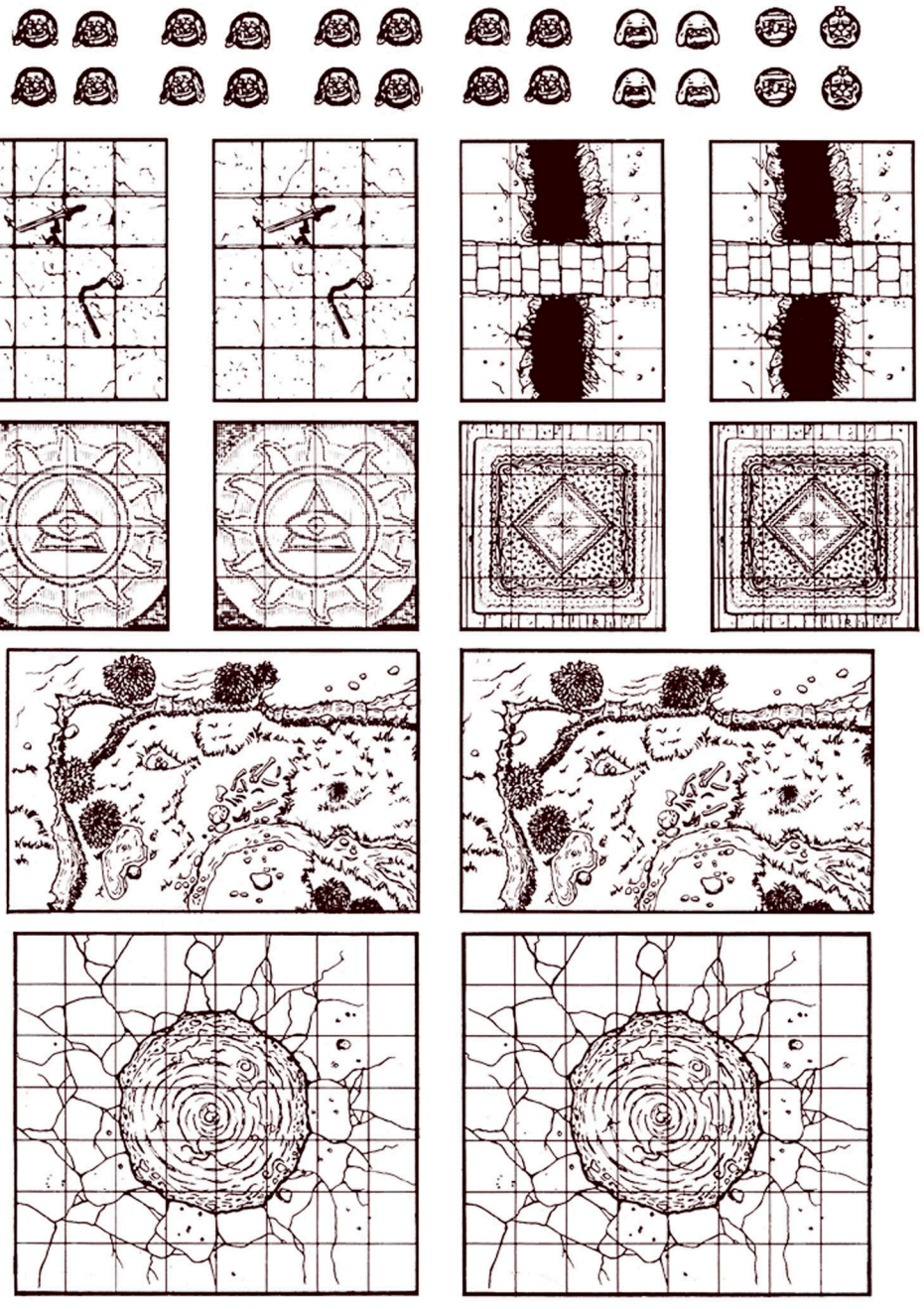
Morcar sat motionless on his throne of pure jet, deep in thought. His eyes scanned the image of the Emperor's lands which he had magically conjured before him. He had been so close to victory, so nearly had he trapped and destroyed the Emperor and his forces in the ancient fortress at Karak Varn. But he had been foiled at the last minute by the Emperor's accursed Champions. The same fate had befallen his powerful ally the Witch Lord whose Army of the Dead had crumbled following the slaying of their leader.

Morcar needed some new and subtle means to attack the Empire and weaken its forces before he could lead his armies against them once more. Suddenly his gaze froze and a smile sent ripples through the lines of his ancient face. A plan had come to him.

A month later, Morcar again sat back to examine the scheme he had set in motion. He had never before considered the ancient race of Ogres as a potential tool. Their undisciplined and random nature made them unreliable as servants and dangerous as allies. However, using the magical arts at his disposal, Morcar had planted one of his Chaos sorcerers, Festral, within the subterranean fortress of the infamous Dirgrusht Ogre clan. Drawing from a magical pool of Chaos power, Festral had subtly taken control of the Ogre clan and started them on a series of raids on the Emperor's Farmlands. This was only the beginning, for as the raids went on, other Ogre clans and Orc tribes came to swell the ranks of this new army.



Photocopy this page and use these symbols to create your own quests.



HeroQuest

AGAINST THE OGRE HORDE

Contents

- ***1 Ogre Lord***
- ***1 Ogre Chieftain***
- ***1 Ogre Champion***
- ***4 Ogre Warriors***

1 large die-cut sheet including:
1 new overground starting tile
2 new double-sided room tiles
15 Chaos Spell tokens
4 Stone Doorways
4 Pit of Darkness tokens
6 Fallen Rubble tokens
4 Secret Door tokens
1 Ogre Throne

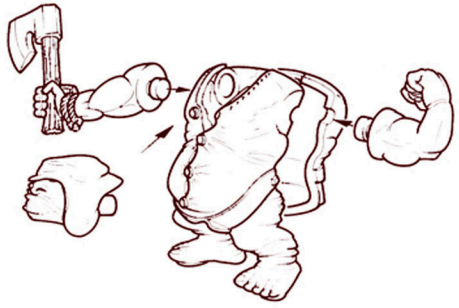
Introduction

Against the Ogre Horde confronts our valiant heroes with a threat far more dangerous than anything they have yet encountered: the Dirgrusht Ogre clan. This Quest book contains new rules for the Ogres, rules for monsters with variable Body points and new rules for Mind points. There are seven new Quests which will test the courage and resourcefulness of the Emperor's Heroes like never before.

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Assembly Instructions

Before you begin to play *Against The Ogre Horde*, carefully punch out all the components from the new die-cut sheet. The new door pieces fit into the existing door bases in the same way as normal doors.



There are four different types of Ogre miniatures, each illustrated on the back cover. Be sure to match the correct arms and heads to each body. All Ogres assemble as follows:

Carefully remove all the pieces from the plastic sprues. Take the front half of the Ogre and place the left and right arms into the shoulder sockets. Next, push the back of the Ogre into place, squeezing firmly. Finally, push the Ogre's head into its socket. Repeat the sequence for each Ogre.

Ogre Background

Ogres see the world as one long series of meals: enemies mean lunch or breakfast, depending on the time of day. More often than not, Ogre duels are vast eating competitions – although violent brawls make a good substitute.

As enemies, Ogres are ruthless foes who show no mercy once their appetite has been whetted. Anyone brave enough to do battle with the Ogres must be sure of their own fighting prowess. Otherwise, they might not just end up dead.... they'll end up as someone's dinner!

Ogres are not evil as such. Just permanently hungry and frighteningly violent. Often they just wander about alone. At other times, they group together in clans led by an Ogre Lord – whoever is the meanest, nastiest and hungriest at that particular time.

It is possible for both the Empire and the forces of Chaos to hire Ogres as mercenaries, so long as they are guaranteed a good time – a brawl and plenty to eat (usually as a result of the fighting). But their habits make them unpredictable and horribly dangerous.

Flight to the Surface

A thousand praises my heroes! You have destroyed the Ogre Lord and shattered the might of the Ogre Horde. But beware for we cannot rejoice yet! You are still deep within the Ogre Fortress and the alarm has now been raised. You must escape and if you can reach the surface you will be able to lead the Emperor's forces against the remnants of the Ogre Horde.

NOTES

OGRE BODY POINTS: ☐☐☐☠☐☐☠☐☐☠☐☐☠☐

On each of his turns, the Evil Wizard player may activate all the monsters in one or two rooms, whether the door to that room has been opened or not. He rolls one die and on a roll of 1 to 5 may activate one room; on a roll of 6 he may activate two rooms. The contents of the room are then laid out and the door is opened. Any monsters in that room may move on that turn.

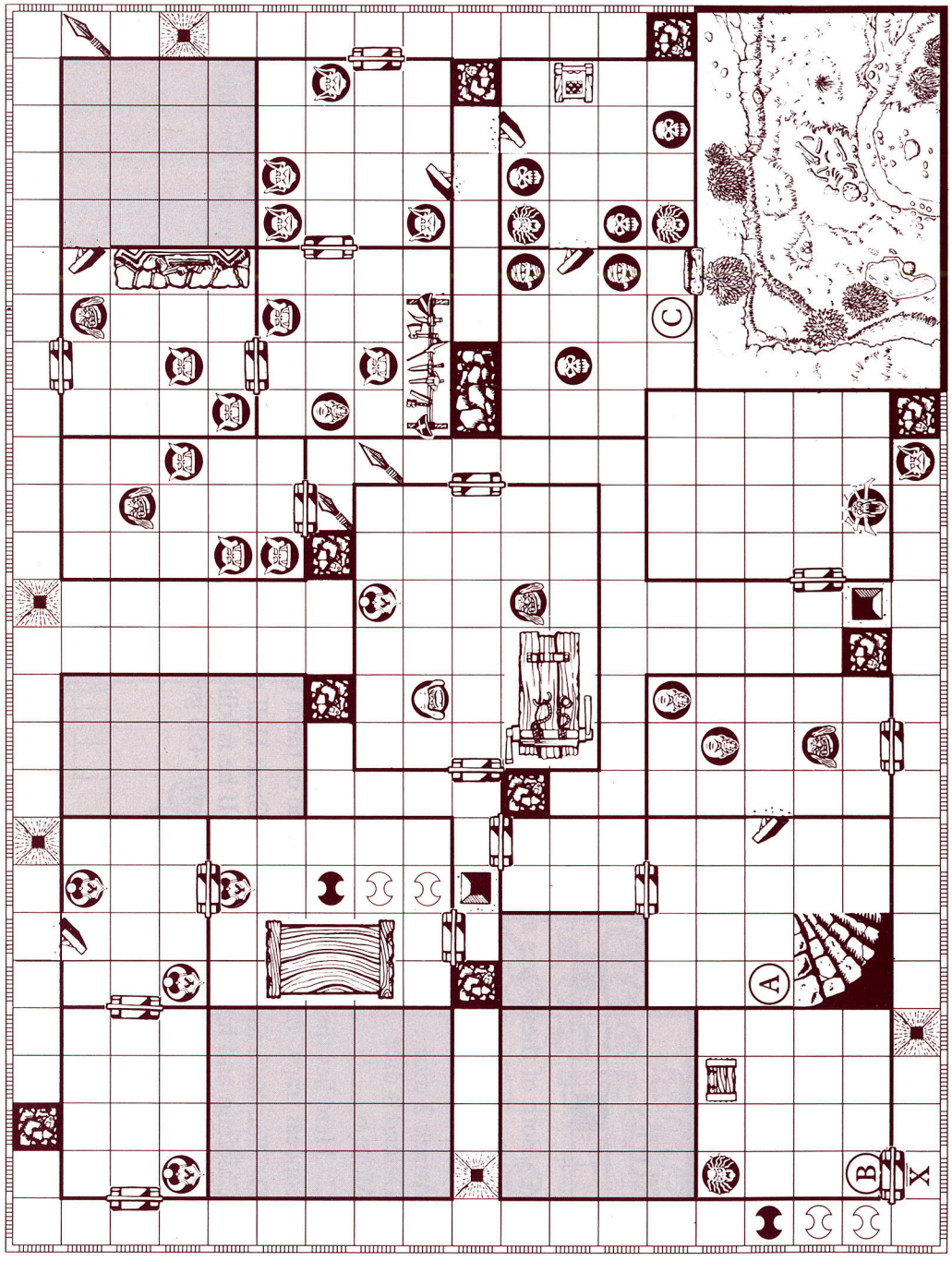
A On each turn after the heroes have left this room, the Evil Wizard player may place up to three Orcs on the stair tile, depending on how many he has available. The Orcs may move immediately.

B The first player to open this door will trigger a falling rock trap which will fall on the space marked with an "X". This works in the same way as a normal Falling Block Trap.

The chest inside the room is empty.

C Once players pass through this door onto the overground tile, they are safe. No monsters may follow them there.

Wandering monsters: If a wandering monster card is drawn, the Evil Wizard player may activate one room.



Ogres in HeroQuest

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

HeroQuest Ogres are more powerful than any monsters so far encountered by our heroes. Compare the relative strengths of the different Ogres:

Ogre Warrior
Move 6 spaces
Attack 5 dice
Defend 5 dice
Body *Variable*
Mind 1



Ogre Champion
Move 6 spaces
Attack 5 dice
Defend 5 dice
Body *Variable*
Mind 1

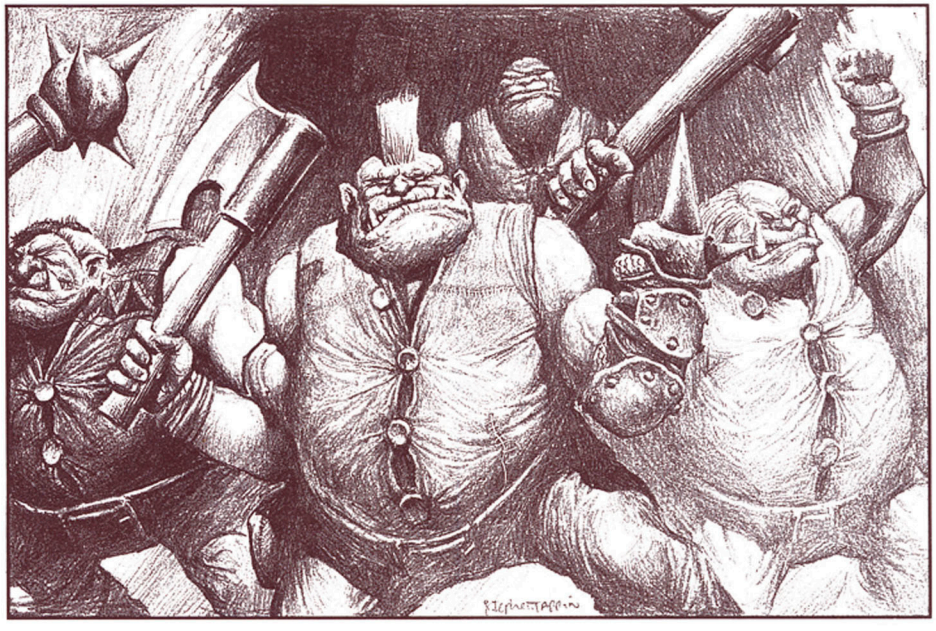


Ogre Chieftain
Move 4 spaces
Attack 6 dice
Defend 6 dice
Body *Variable*
Mind 2



Ogre Lord
Move 4 spaces
Attack 6 dice
Defend 6 dice
Body *Variable*
Mind 5



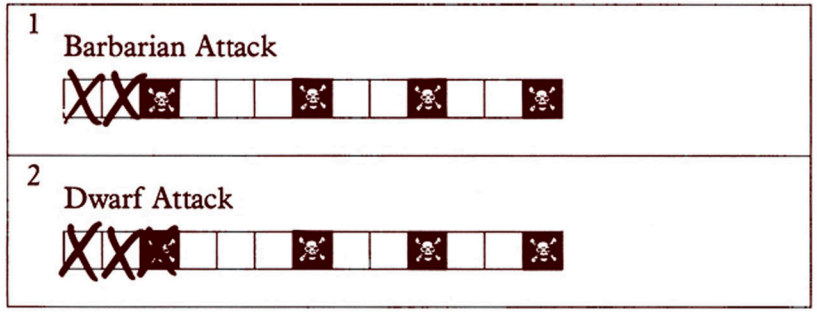


Variable Body Points

Monsters with more than one Body Point

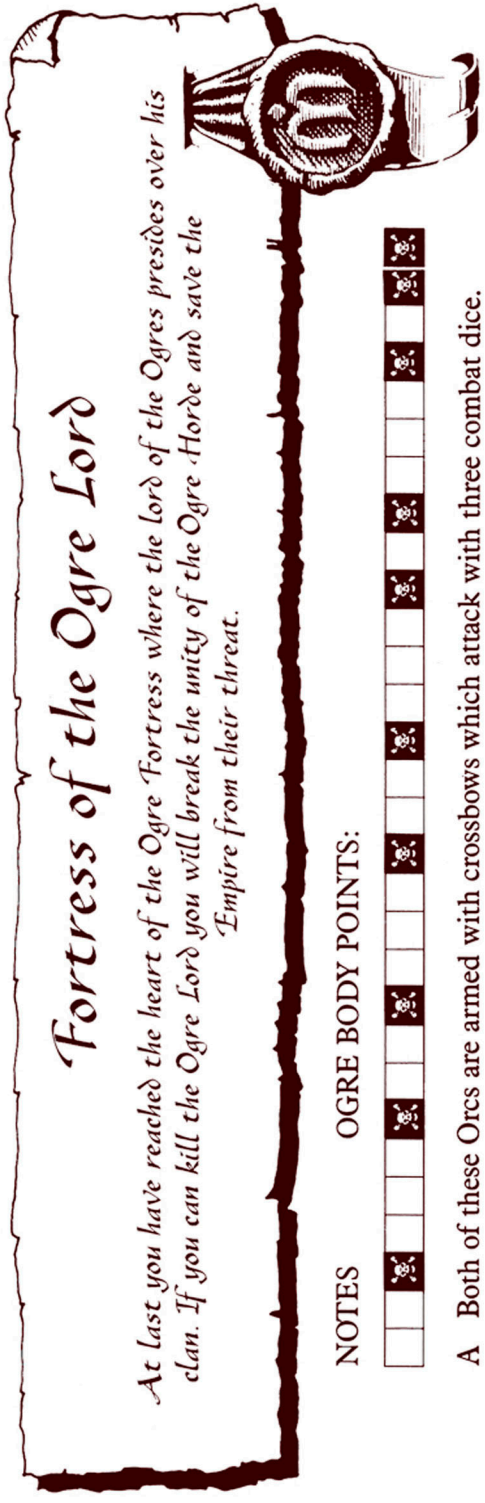
Powerful monsters such as Ogres have more than one Body point. A single Body point track is used to record ALL Body points lost by the Ogres. Each time an Ogre loses a Body point, one box is crossed off the Body point track. If one of the boxes crossed off contains a skull then that Ogre is killed immediately and his piece is removed from the board; any excess Body points scored in that attack are not recorded.

Example: *The diagram below shows a Body point track for the Ogres in one of the Quests. In this Quest, the Barbarian meets two Ogres and attacks one of them, scoring two Body points against it (1). These two points are immediately crossed off on the Body point track. The Dwarf then joins the Barbarian (2) and attacks the second Ogre, scoring two Body points as well. However, as the next box on the Body point track is a skull, the Ogre is killed at once and the second Body point is not recorded.*



Monsters with Extra Body Points

Certain personality monsters such as an Ogre Lord or an Orc Warlord might have a personal set of extra Body points which will be specified in the individual Quest. These monsters will each have their own special Body point track which will appear next to their characteristics in the Quest notes. When a personality monster loses Body points, the lost Body points are recorded against his own personal Body point track and not the Ogre Body point track.



Fortress of the Ogre Lord

At last you have reached the heart of the Ogre Fortress where the lord of the Ogres presides over his clan. If you can kill the Ogre Lord you will break the unity of the Ogre Horde and save the Empire from their threat.

OGRE BODY POINTS:

NOTES

A Both of these Orcs are armed with crossbows which attack with three combat dice.

B This is the chamber of Xenloth the Chaos Mage, who is Festral's assistant. Xenloth is able to use the Mind Lock spell and the Mind Blast spell. He has 5 tokens for each spell.

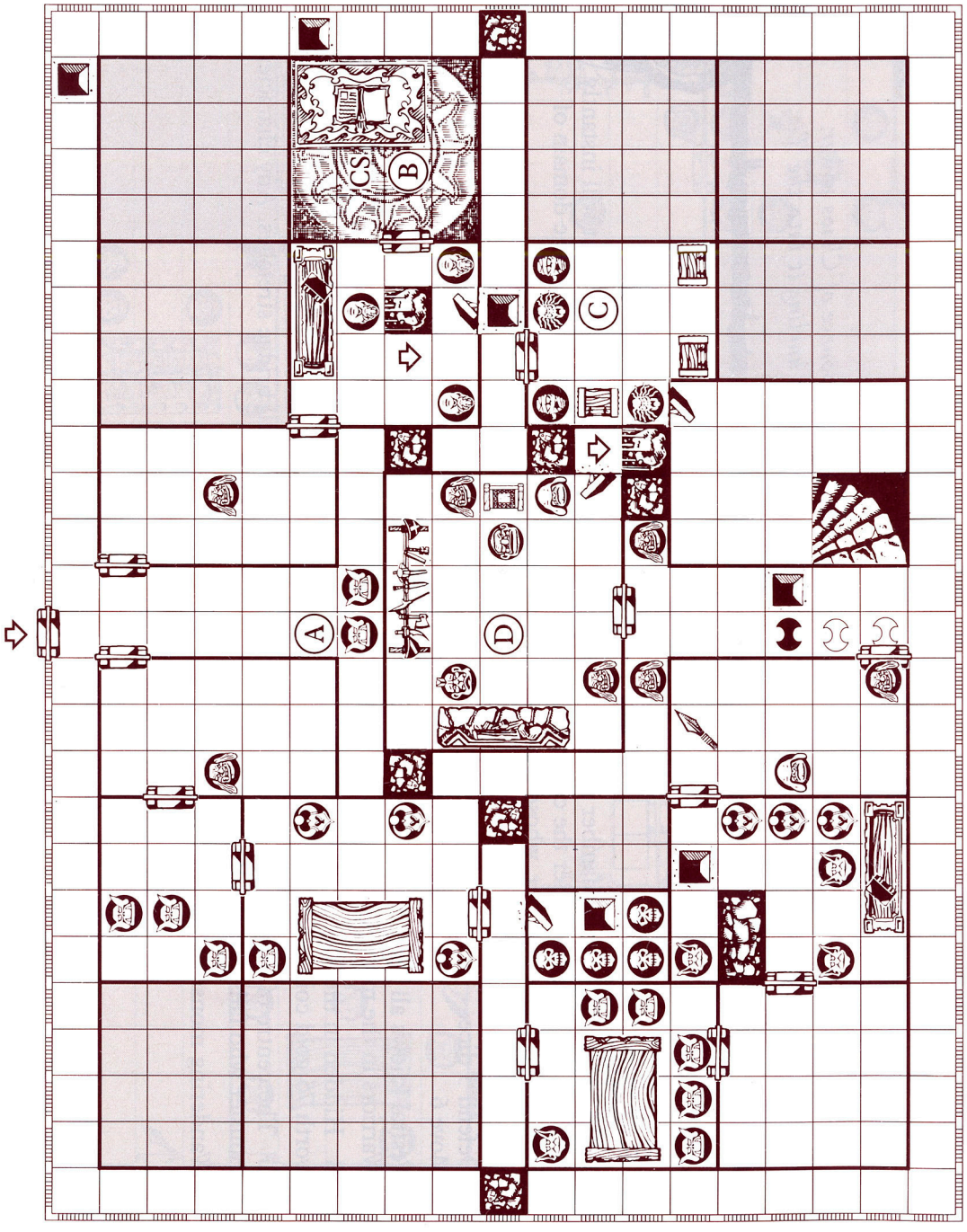
Attack 2 dice — Body 1
Defend 4 dice — Mind 4
Move 6

C Here lies the treasure of the Ogre Lord. Each chest contains 700 gold coins, but all the chests conceal traps. Anyone opening one of them is attacked by a 1 die spear trap.

D You have finally reached the Great Hall of the Ogre Lord. Here he sits with his general, an Ogre Chieftain and his finest warriors. If he is killed, the first character to search the room will find his jewel-encrusted crown which is worth 450 gold coins.

Wandering monster: Ogre Warrior

Ogre Lord



New Dungeon Features

Ogre Horde introduces a number of new features to the dungeon which are explained below. Counters for Stone Doorways and Pits of Darkness are provided on the new die-cut sheet.

Stone Doorways



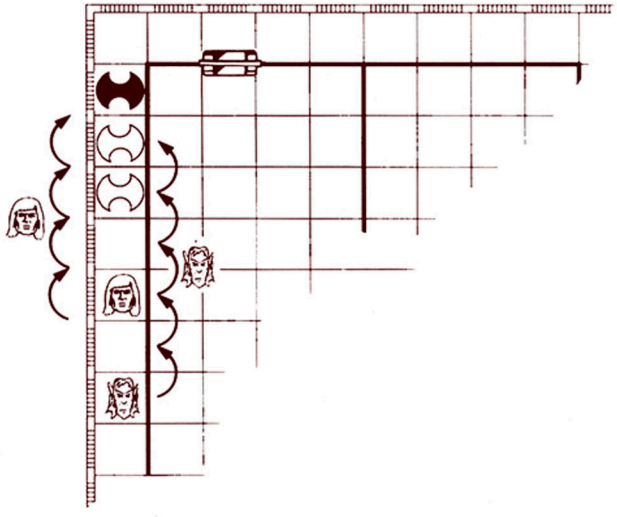
Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.

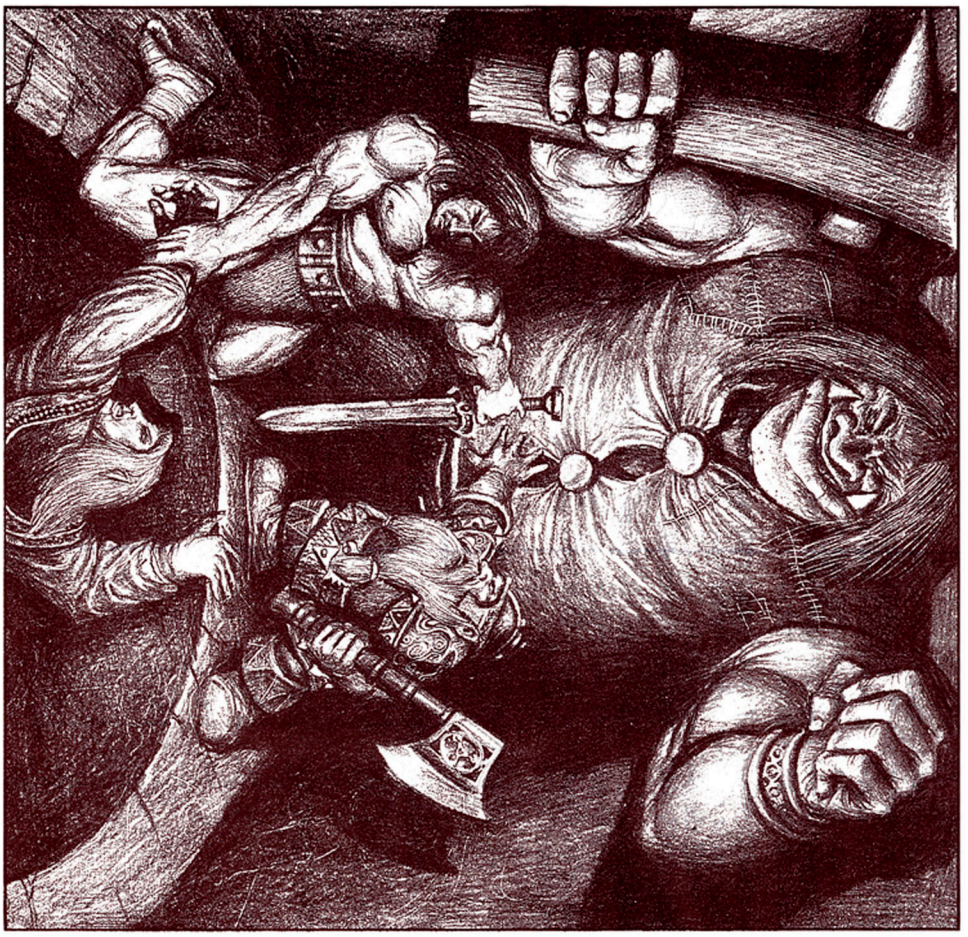
Swinging Blade Trap

The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the three spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.

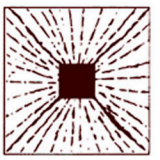
Example: *In the diagram below, the Elf moves five spaces and lands on a white blade space. He does not set off the trap, but on his turn, the Barbarian moves four spaces and lands on the black blade space. The blade swings down attacking both the Elf and the Barbarian with two combat dice.*





Pits of Darkness

The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a character crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto hard floor. Once he falls, a character will suffer damage depending on how much armour he is wearing. Characters not wearing any armour must roll one combat die to see if they lose a Body point; those wearing Chain-mail or Borin's Armour must roll two combat dice; and those wearing plate mail must roll three combat dice. A character may climb out of a Pit of Darkness on his next turn if there is a free space on any one side of the Pit of Darkness.



Pits of Darkness may not be disarmed but characters may jump over them like ordinary pit traps.

The Pit of Chaos

Tread carefully heroes, for I sense that you are now approaching a source of Chaos power. You must destroy this source by finding Festral's Ring of Power and hurling it into the Pit.



NOTES

OGRE BODY POINTS: 

A In the centre of this chamber is the Pit of Chaos. Anyone who moves into the pit will instantly turn to Chaos and fall under the control of the Evil Wizard player forever. This is the domain of Festral, the Chaos Sorcerer, whose characteristics are as follows:

Attack 4 dice
Defend 5 dice
Move 6

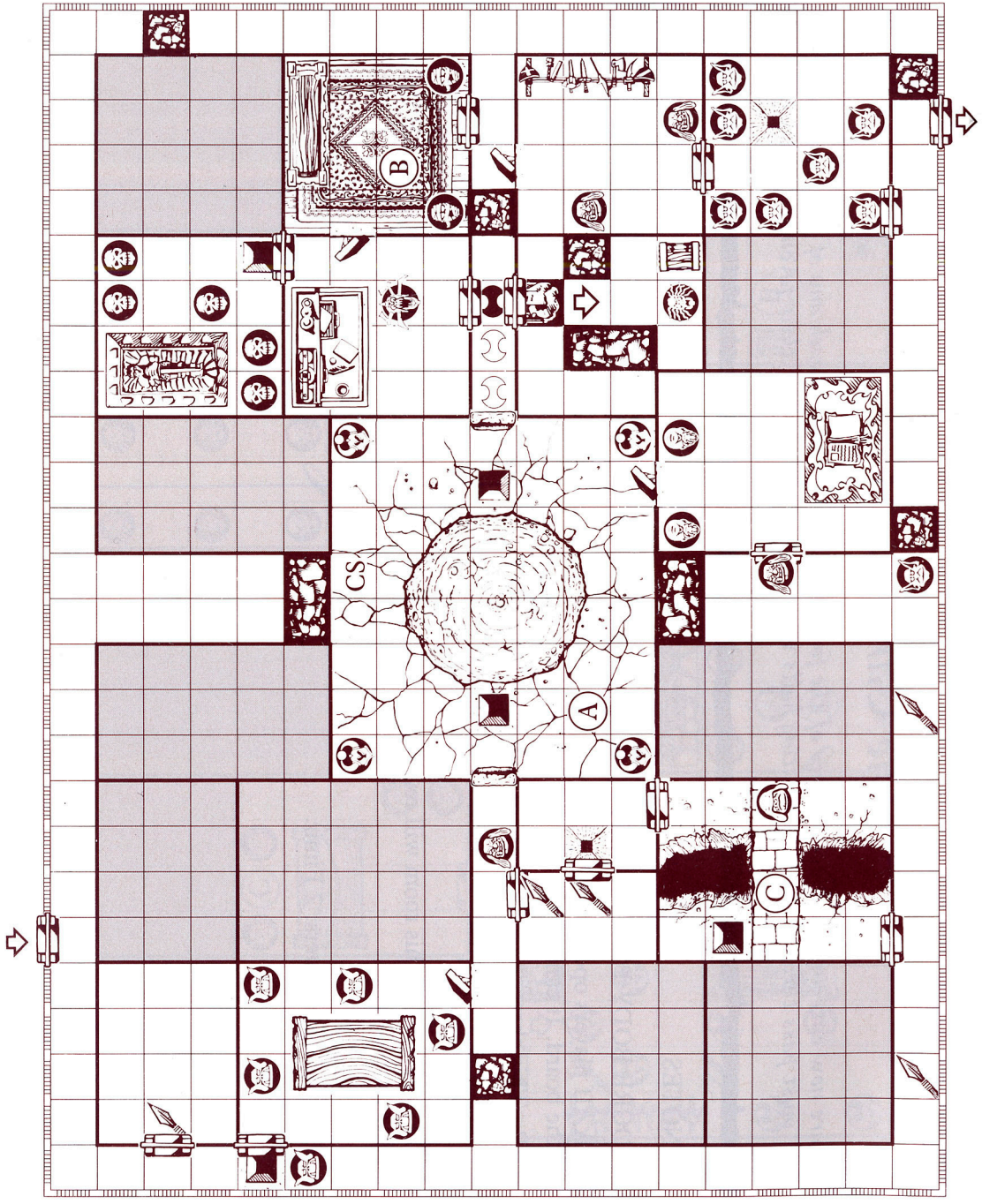
Body 
Mind 8

Festral knows all three of the Chaos Sorcerer spells and has three tokens for each spell. The Chaos Warriors in the room are members of Festral's personal guard and have 5 attack dice and 5 defence dice.

B Hidden in the bookshelf is a hollow book containing Festral's Ring of Power and 10 diamonds worth 75 gold coins each.

C The centre of this room is a bottomless pit, over which one small bridge stretches. Any character or monster who falls into the Pit dies.

Wandering monsters: 3 Chaos Warriors.



Chaos Sorcerer Spells

Below are three new Chaos Spells which use Mind points to affect their targets. Mind Points are a measure of a character's wisdom and a measure of a character's magical aptitude. They show how well they can use magic and, more importantly, how well they can resist it. These new Chaos Spells have spell tokens which monsters will use when allocated them in the Quest notes.

Chaos Sorcerers may only cast one spell a turn. A spell can be cast at any character to which the Chaos Sorcerer has a clear line of sight. A Chaos Sorcerer who casts a spell may also move but may not engage in hand to hand combat in that turn. If a Chaos Sorcerer casts a spell and is killed, that spell stops working at once.

For example: *If the Chaos Sorcerer uses a spell on a character and is killed before that character's turn, the Chaos Sorcerer's spell stops working at once. The character is free to move on his next turn.*

If a character has the Talisman of Lore, he receives an extra two Mind points. These Mind points count towards that character's Mind Combat total, as long as that character has the Talisman.

Mind Lock

This spell allows a servant of Chaos to freeze a hero's mind and prevent him from taking any action. The Chaos Sorcerer makes a Mind Attack against his target by rolling a number of combat dice equal to his Mind points. His target defends with as many combat dice as he has Mind points. The defender is frozen for one turn for each skull scored by the attacker. If no skulls are scored against the target, the spell has no effect. A Mind Locked character places one Mind Lock token on his character board for each turn he is affected, removing one on each of his turns. Having removed a token, a frozen character may attempt to break the Chaos Sorcerer's hold by rolling one combat die for each Mind point. If he manages to roll three skulls or more, he may remove all remaining Mind Lock tokens on his character board. A frozen character may not move, attack or perform any other action, but he may defend against other attacks using only one defence die.

Dominate

This spell allows a Chaos Sorcerer to take control of a hero for a turn. The Chaos Sorcerer must attack his target by rolling a number of combat dice equal to his Mind points while the defender does the same to defend himself. The Chaos Sorcerer must score at least two skulls in his Mind Attack. If he is successful, the Chaos Sorcerer places a Dominate counter on the character's board and may move that character immediately. He may move, cast spells and fight with the character as normal and may attack the other players with him. A character is only Dominated for the duration of the Chaos Sorcerer's turn. If the attack is unsuccessful, nothing happens.

Mind Blast

This spell allows a Chaos Sorcerer to inflict Mind point damage on another character without having to be next to him or physically attacking him. A Chaos Sorcerer with this spell receives the number of Mind Blast tokens specified in the Quest. Each time he attacks, he must discard one of the tokens. He may only use as many Mind Blasts as he has tokens.

To attack with a Mind Blast, both characters roll a number of combat dice equal to their Mind Point score and add up the number of skulls they have. The one with most skulls, be it attacker or defender, then inflicts Mind point damage on his opponent equal to the number of skulls he has in excess of his opponent's score. If both scores are equal, neither character inflicts any damage. If a character or a monster loses all his Mind points as a result of a Mind Blast, he is knocked unconscious and remains out of play for the rest of that Quest. Mind points are recovered between Quests in the same way as Body points.



The Carrion Halls

You are now entering the inner reaches of the fortress. Before you can reach any of your objectives, you must pass through the Ogres' eating halls where they pursue one of their favourite pastimes.

NOTES

OGRE BODY POINTS: ☐ ☠ ☐ ☐ ☠ ☐ ☐ ☠ ☐ ☐ ☠ ☠

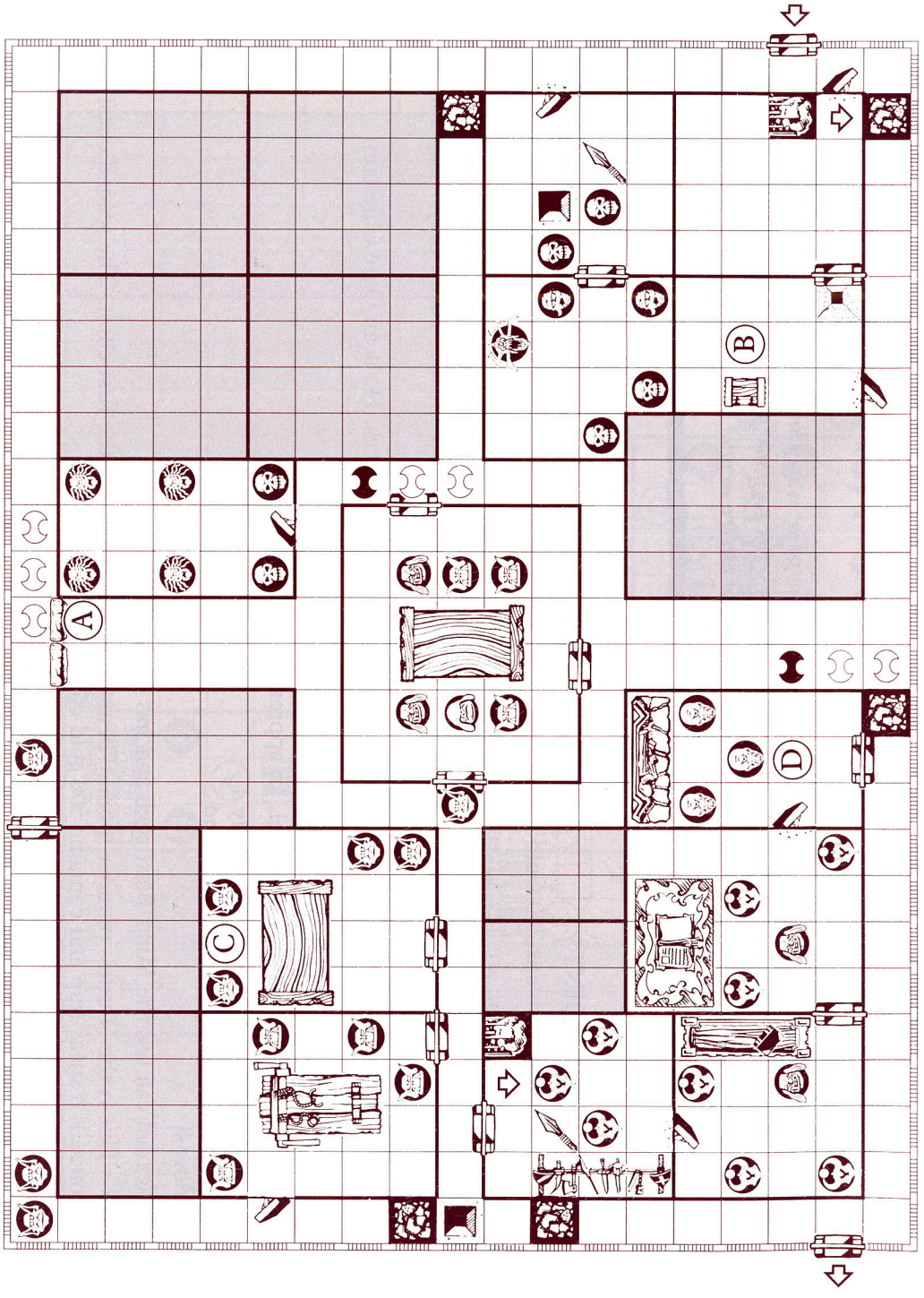
A If players open the door on the right, they will activate the swinging blade trap marked on the board. It cannot be activated in any other way.

B This chest contains 200 gold coins and some old bones.

C These two Goblins are both armed with shortbows. They may each make ranged attacks with 2 attack dice.

D A search of this room will reveal a cache of 5 diamonds worth 100 gold coins each, hidden behind the fireplace.

Wandering monsters: 2 Fimir.



The Quests

General Rules

The following Quests can either be played individually or as a continuous adventure, with one Quest following on from the next. If you choose to play them as a series of Quests, the following rules apply.

Playing the Quests as a Series

At the start of the first Quest, each character should receive five healing potions, each of which will heal the character up to his maximum Body points once. Take a note of these potions on the character sheets and cross them off as you use them. Any number of potions may be used in any one Quest.

Characters that use magic may replenish their spells between Quests, but they must keep the same spells they chose right at the start of the first Quest.

Characters may not buy new equipment between these Quests but may keep anything they have found in those Quests.

The Evil Wizard player should reshuffle the treasure pack between each Quest, returning any used treasure cards from the previous Quest to the pack.

If any of the characters are killed during a Quest, Mentor is able to magically transport a new starting character to join the party at the beginning of the following Quest.

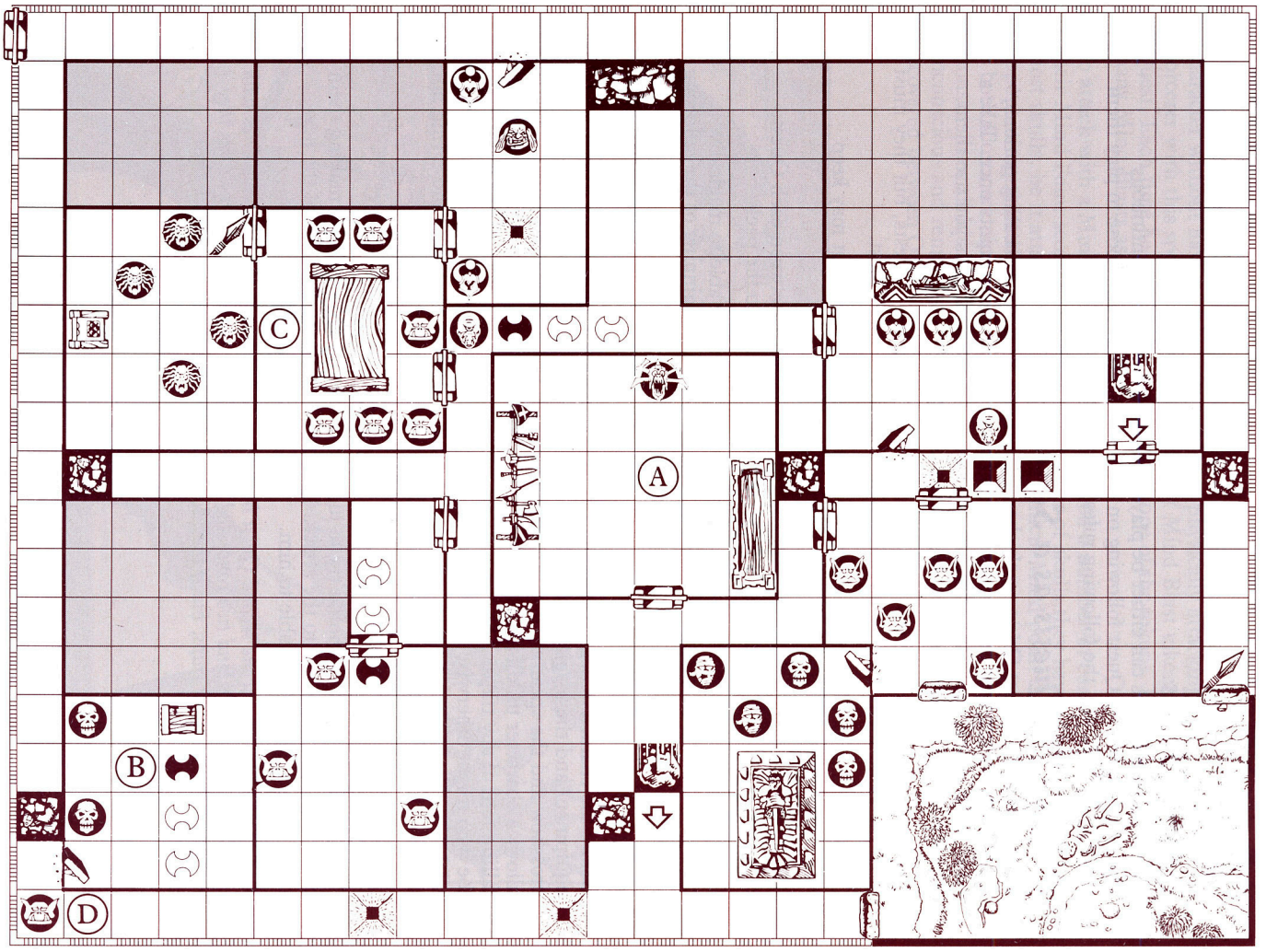
Advice to Players

Before the characters begin these Quests, they should carefully choose the equipment and the magical items they will take with them. Remember, the crossbow and the spear are two invaluable weapons in any Quest. The crossbow allows a character to kill a monster without entering a room and running the risk of falling foul of any traps. The spear allows a character to join in an attack against a foe who might otherwise be blocked by other attacking characters. Players should stick together as one party and advance carefully, searching for traps and trying not to move through any rooms which they have not checked.

Advice to the Evil Wizard Player

The Evil Wizard Player should try to lure the heroes into his traps by making them chase monsters or charge to the attack. He should make the best use of the new traps and spells now available to him.

For example: *Look at the second Quest in this book. In room A there are two Orcs with crossbows positioned behind two concealed pit traps. If the players charge the Orcs they risk falling into the pit traps, but if they don't, the Orcs will shoot them with their crossbows.*



Lair of the Ogre Horde

In order to reach the heart of the fortress, you must make your way through the lair that houses the might of the Ogre Horde. Be wary not to alert these forces to your presence for even you might be hard pressed to defeat an entire army.

NOTES

OGRE BODY POINTS:

A This chest contains 200 Gold Coins.

B Whenever there are any adventurers in any of these corridors during the Evil Wizard player's turn, he must roll one normal die. On a roll of 1 or 2 all the monsters in the central hall are activated and the doors opened. A roll of 3, 4, 5 or 6 has no effect. The Evil Wizard player may roll every turn that there is somebody in the central hall.

C This is the chamber of Tograk, the commander of the Ogre forces. He is an Ogre Chieftain.

Body

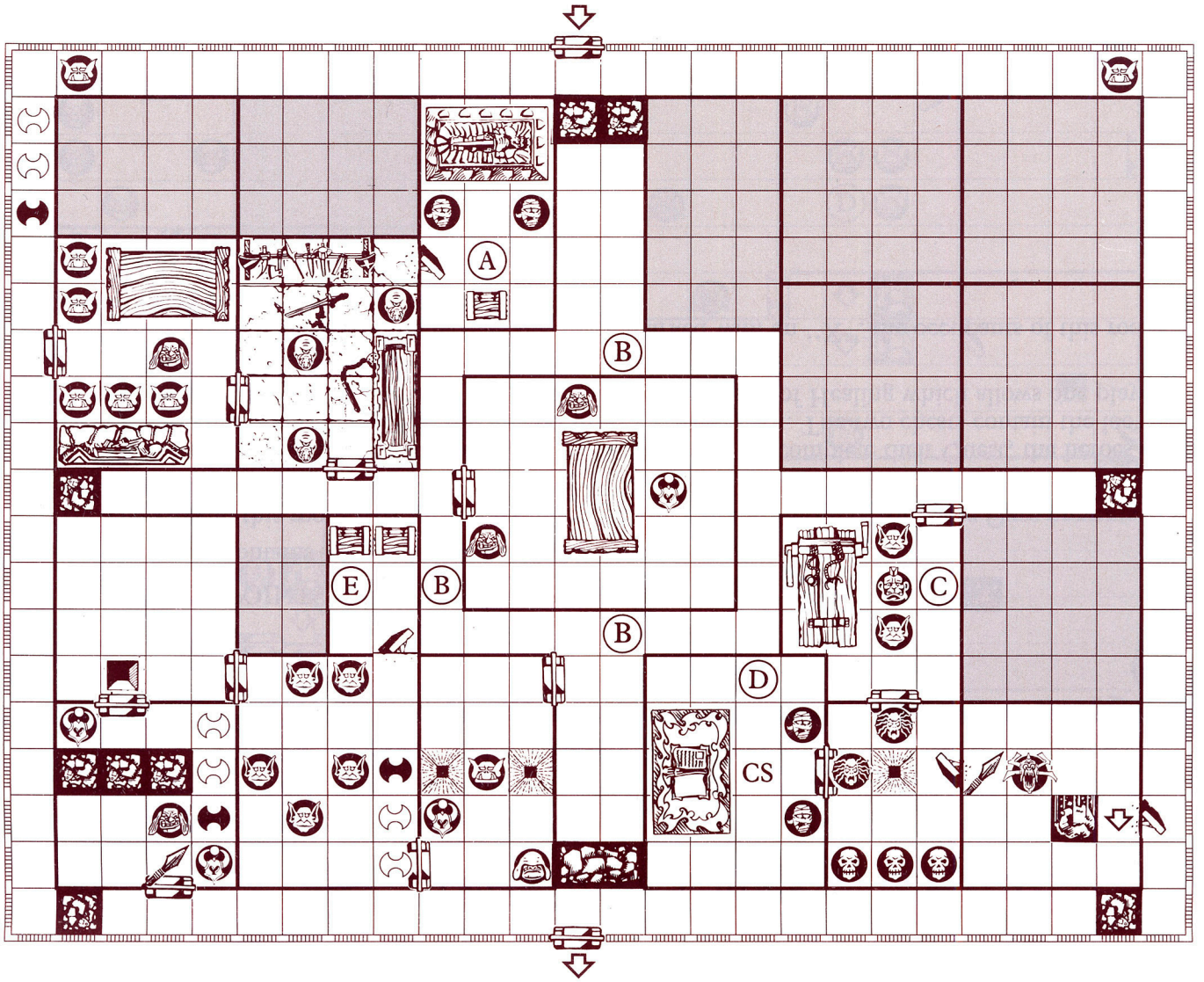
D This is the chamber of Nexrael, an apprentice Chaos Sorcerer.

Attack 3 dice
Defend 4 dice
Move 8
Body 1
Mind 5

Nexrael can use the Mind Blast spell and has 4 tokens for it.

E This is the Horde's plunder room. There are 400 gold coins in the first chest. The second chest conceals a spear trap and contains 500 gold coins.

Wandering monsters: 3 Orcs.



Search for the Ogre Fortress

You, my heroes, must find the gateway to the Ogre Fortress which is hidden within the coils of a vast cavern complex. But tread warily for the denizens of that Fortress will surely have placed guardians and traps to protect their domain.

NOTES

OGRE BODY POINTS: ☐☐☐☠

A The Gargoyle in this room has three Body points. ☐☐☠

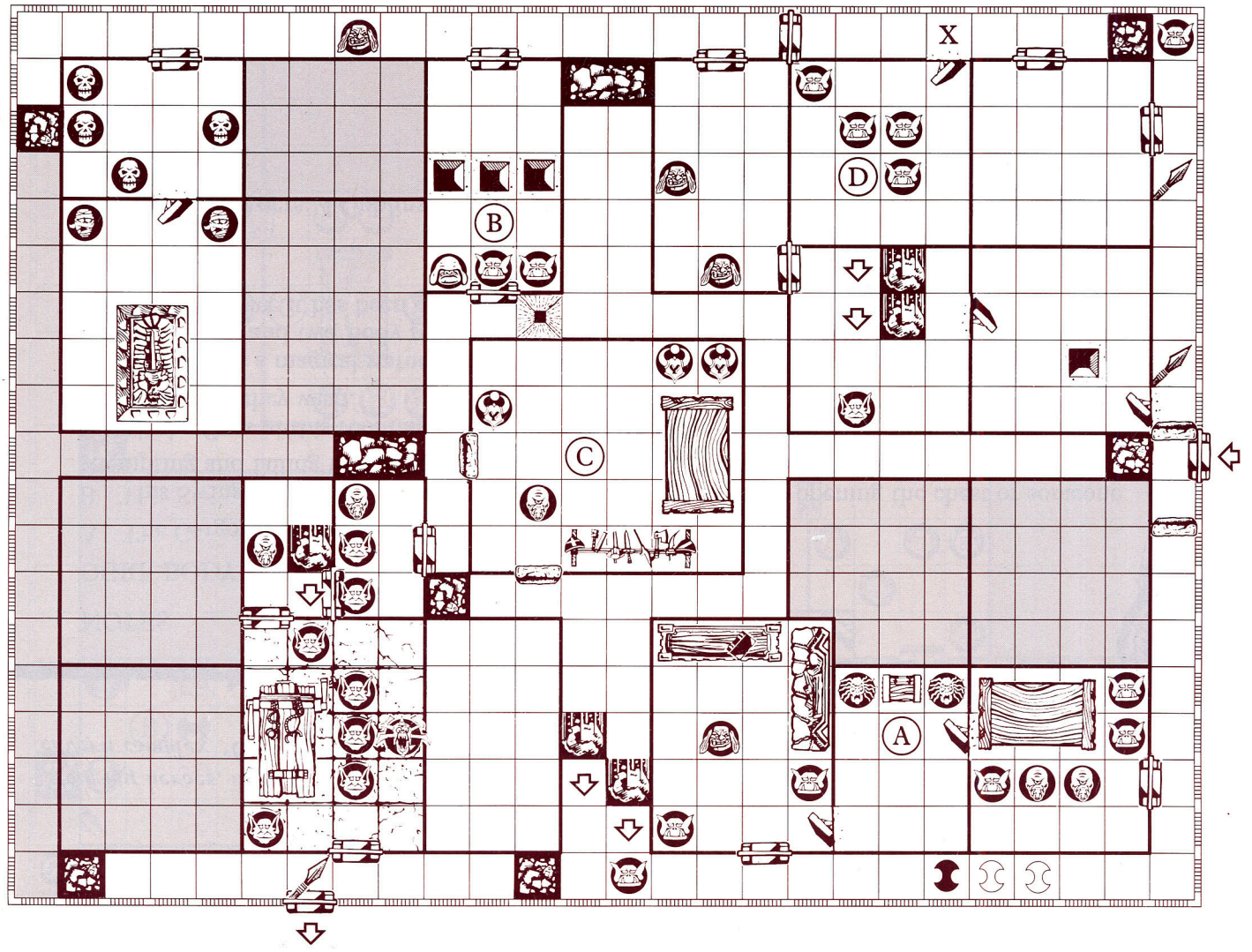
B This Swinging Blade Trap will only be triggered by someone opening the chest or someone attempting and failing to disarm the trap. The chest contains 50 gold coins.

C All the Orcs in this room are armed with spears and may attack diagonally with their normal combat dice if they wish.

D This Orc is a magical statue which is able to cast a Fireball of three combat dice, every turn. It has 5 Defence dice and two Body points. It is unable to move and is immune to all spells. Players may only pass this Orc once it has been destroyed.

☐☠ Magical Statue

Wandering monsters: 4 Goblins.



The Outer Caves

You have found the entrance to the Ogre Fortress. You must now strike at their raiding parties and destroy the subterranean headquarters where they plan their raids. by keeping the central chamber free of monsters for at least one turn.

NOTES

OGRE BODY POINTS:

A This chest contains Emeralds worth 300 gold coins.

B The Orcs in this room have crossbows. They will pick off adventurers while the Ogre prevents them from crossing the pit traps.

C These are the headquarters for the Ogres' raiding squads. To complete their Quest, the heroes must clear the room of monsters and be the sole occupants for one turn. The two chests contain the loot from the Ogres' latest raid, a total of 600 gold coins and a Potion of Healing which allows one player one chance to heal up to six Body points.

D When any characters land on or pass the space marked with an "X", the occupants of this room are activated and the secret door opens.

Wandering monsters: 2 Chaos Warriors.



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