

HeroQuest Vassal Module

by

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Welcome to the HQ Vassal mod. I hope you enjoy playing this module as much as I did creating it with the help of others mentioned above.

I'd like to thank the makers of the Vassal of the Ring module for their idea to include a World timezone map. This is a great idea to help players synchronise times with others around the world.

## BUTTONS

There are a number of buttons along the top of the module. Placing the mouse cursor over the button will bring up a small tooltip describing the button.

Pieces - This opens a window that contains all the miniatures, floor tiles & misc items.

Game cards - This opens a window that contains all the equipment cards, artifact cards, Hero spell & Chaos spell cards.

Info cards - This window contains quick reference charts for the stats of the heroes and monsters as well as the Armoury prices.

Player Inventories - The next button is the Inventory windows for the heroes and Morcar. Pressing this button will bring up a menu containing the 4 heroes, and Morcar's, inventories. Simply select one of these to open or close the inventory you want. This is where the heroes can place any items they have found or bought. Each window also contains a Gold tracker. Just right click on this piece and select "Change Gold amount". This will bring up a text box where you can enter any amount and then displays this change in the chat window. The Morcar's stuff window provides a place for the Morcar player to prepare items and monsters before placing them on the board.

Draw a Treasure Card - This button allows any player (including Morcar) to draw a treasure card. Clicking this button will place a randomly drawn treasure card onto the HQ board.

1D6 dice roller - After the combat dice roller buttons is the 1D6 die roller. Clicking this button will send the result to the chat window as well as display the result in graphical form in the button.

Movement dice roller - After the 1D6 die roller button is the Movement dice roller. Clicking this button will send the result to the chat window as well as display the result in graphical form in the button.

Combat dice tray - This button will open a small Combat dice window. The window has numbered buttons from 1 to 8. Pressing the numbered button will roll that many combat dice. E.g. Pressing "x 3" will roll 3 combat dice. The combat dice will appear in this window. The result will also be displayed in the chat window.

Minis - This button will display a window showing all the Heroes and Monsters currently on the HQ board. Left clicking a miniature in this window will centre the view on the miniature. You can also right click on the miniature in this window to send commands just as if you clicked on the actual miniature on the HQ board.

Notes button - This button displays a place for anyone to write notes on anything at all, from Quest notes to messages which can be revealed at a later date.

Save Map as screenshot - This allows you to save an image of the current map in progress in PNG format.

Zoom In & Zoom out - Self explanatory really.

Show / Hide Mini Map - This will display a mini map containing the entire board in the top left corner of the main window. Useful when you have zoomed in close to the board.

## HQ vassal instructions.txt

Mark pieces as not moved - When a miniature has been placed on the board, players can move that piece using the keyboard or mouse. This will leave a trail of dots showing where the piece has been moved. Clicking this button will remove this trail.

### GAME PIECES

To place tiles, miniatures or cards on the HQ board, just drag the item from the "Pieces" window, "Game cards" window or the Hero's inventory windows.

Target Icon - This icon is used for targetting purposes. You can use it to point out where hidden traps are or which monster you are attacking.

To change a monster, or hero's, stats right click on it. This will bring up a window with the following options:

NOTE: Not all these options will be available to Players 1 - 4. Only Morcar has ALL these options available.

Change BP - A text box appears which allows you to enter any number.

Change MP - A text box appears which allows you to enter any number.

Invisible - This allows you to make the miniature invisible to all other players so that you can place monsters anywhere on the board without the players knowing. This also allows you to set up a game pre-prepared so you only have to make the monsters visible and not have to drag them from the pieces window.

Destroy monster - This allows you to remove the monster from play when it has been killed or you accidentally placed it on the board.

Kill hero - This allows you to remove the hero from play when it has been killed or you accidentally placed it on the board.

Change Spell Status - This creates a small text label on top of the monster where you can type what spell the monster is currently affected by. E.g. sleep.

Change image - Some heroes and monsters have alternate graphics. E.g. The barbarian has 2 male images and 1 female image. Use this menu option to cycle through the available images.

Movement sub menu - This menu contains all the movement commands (up, down, left & right) as well as clear movement trail which only clears the movement of the selected monster.

Rotate Clockwise/Anti Clockwise - This allows you to turn Furniture pieces or Floor tiles in either a clockwise or anti clockwise direction by 90 degrees.

Delete - This allows Morcar to delete equipment or artifact cards.

Open/Close - This option changes the Closed door into an Open door & vice versa. (Only available for doors).

### TREASURE CARDS

To discard a treasure card, right click the card and select "Discard Card", this will remove the card from play.

For treasure cards which need to be returned to the treasure deck, right click the card and select "Return to Treasure deck", this will obviously return the card to the deck.

### MORCAR SPECIFIC INFO

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The Morcar player is able to manipulate everything in the game, from monster names to potion types to dragging certain pieces and cards from the respective windows. E.g. Morcar is the only player able to drag monster miniatures from the "Pieces" window.

Before play begins, drag the appropriate Chaos spell cards into the "Morcar's stuff" window that are needed for the quest. Get the Hero players to decide which spell cards they are going to use and place them in the appropriate inventory windows. Then place the hero miniatures on the starting squares.

Chaos Spells - To cast a Chaos spell, right click on the Chaos spell card and select "Cast Spell". This will send the card to the top left hand corner of the HQ board and a message will appear in the chat window. To remove the spell card from the board, right click the card and select "Discard card". This will delete the card.

Hero Spells - To remove the hero spell card from the board, right click the card and select "Discard card". This will delete the card.

To use a Potion, right click on the potion and select the "Drink Potion" option. This will delete the potion and send a text message to the chat window. To edit the potion type before giving it to a hero, right click on the potion and select "Change Potion type". This will bring up a textbox where you can type in the name of the new potion. Potion of Healing is the default name.

#### PLAYERS 1 - 4 SPECIFIC INFO

The players using the heroes can only manipulate their hero characters, the hero's spells, and any items that the hero owns.

To use a Potion, right click on the potion and select the "Drink Potion" option. This will delete the potion and send a text message to the chat window.

To use a Scroll, right click on the scroll and select the "Read Scroll" option. This will delete the scroll and send a text message to the chat window.

To cast a Spell, right click on the Spell card and select "Cast Spell". This will send the card to the top left hand corner of the HQ board and a message will appear in the chat window.

To change the Gold amount, just right click on "Gold Amount" piece and select "Change Gold amount". This will bring up a text box where you can enter any amount and then displays this change in the chat window.

#### GENERAL INFO

Right clicking anywhere on the map will centre the view there.