

Like other LARP systems, Heroquest has its own rules that we've developed and play-tested for over thirty years. We have now updated our rules, but haven't had the time to update the whole website, so now you can download a copy of the rules document, and a new Battleboard that compliments it.

****Rulebook v2019.5 is here - November 2019****

Changes in new editions v2019.5

- Rewording of Armour Dexterity skill.
- Some minor reformatting of skill descriptions (but no rules changes).
- Wording explaining the casting of spells in metal armour, and the ensorcelled effect on this.
- Fixed typo in Sleep spell.
- Clarification on Tempest 9-10.

[Download a .pdf \(with Bookmarks\) copy of the Heroquest Rulebook v 2019.5 Here](#)

****Battleboard v2021.1 is here - June 2021****

Changes in new edition

- Include updated HQ Abilities.

[Download an Excel copy of the Battle Board v 2020.1 here](#)

****New list of standard HQ Abilities v2.0 - June 2021****

[Download an Excel copy of the HQ abilities v2.0 here](#)

If you have any queries, please email markst@blueyonder.co.uk