Behind the role-playing and combat are the mechanics of the system.

To help both newcomers to the system and our experienced club members, here is the complete rules' reference information:

- Glossary Rules Terminology: the best starting point if you want to get to grips with the Heroquest Rules.
- <u>In-Game Effects</u> a detailed description of each of the in-game effects you may encounter. There are a lot here, but newcomers are not expected to know any of these.
- All Skills a detailed description of all skills available in the system and another very long list!
- <u>Immunities</u> the shouts you should use to show when you (as a player character or NPC) are not being affected by your opponent.