Rules Information
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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.
   - [In-Game Effects](#) - 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!
   - [Immunities](#) - the shouts you should use to show when you (as a player character or NPC) are not being affected by your opponent.