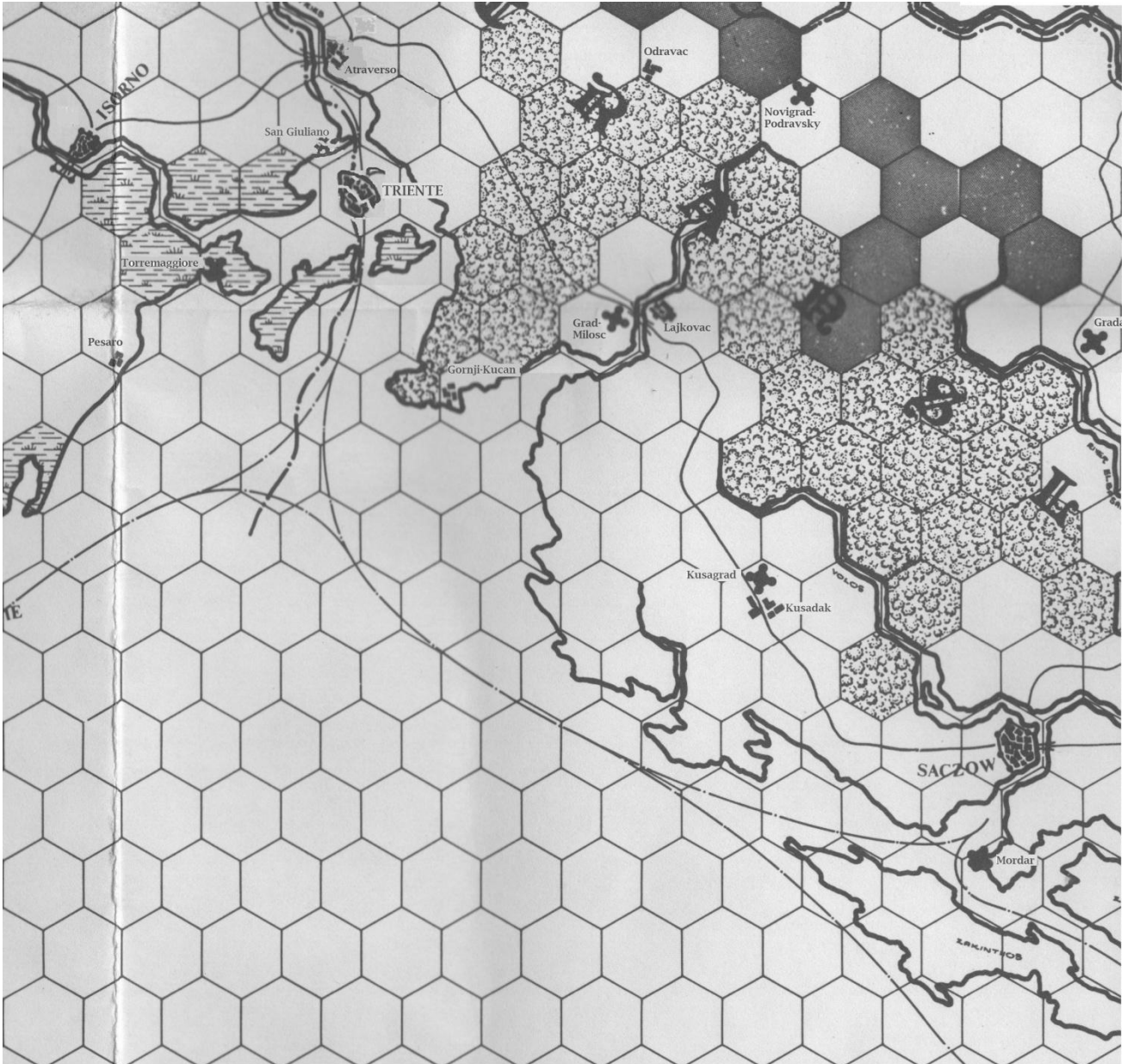


HEROES 1.2



By David Millward

HEROES 1.2

Index of Rules

Abandoning a Hero	12	Combat Rules Close Combat	111
Additional Skills	63	Combat Rules Close Combat Table	111
Ale-houses, Inns & Taverns	20	Combat Rules Determine who is hit.	109
Appendix I Original Character system	92	Combat Rules Saving Throws.	109
Appendix II Ousterlands	94	Combat Rules Shields and dodges.	110
Appendix III Brief Combat Rules	109	Combat Rules Shooting	109
Appendix IV Miniatures	113	Combat Rules To hit a target	109
Arable Area Settlements, raids on	60	Combat Rules Weapon attributes	111
Areas of Risk	82	Combat Rules Weapons	109
Armour & Weapons	34	Commercial Activity	84
Armour and Weapon Point Values	9	Constitution, Health Factor (Con, HF)	90
Arms and Armouries	21	Creating Non-Player Character (NPC)	11
Asking Price, the	43	Crime and Punishment	51
Attack decision in Land Campaign	65	Deciding to attack, Land Campaigns	65
Attacks on Trientian Shipping	72	Dedication	1
Attacks on Villages and Farms	60	Dice	5
Battles Naval	77	Doctors	91
Bawdy House Incidents	48	Drs. and Wounds	91
Bawdy House Women	15	Duke's Court Posts	25
Bawdy Houses.	47	Duties & Taxes	55
Brigandage	62	Expedition, Mounting an	57
Burning and Looting Villages	62	Expedition Expenses etc.	58
Buying a Property	86	Expenses	19
Buying a Ship	67	Fair Price, the	30
Buying and Selling	84	Familiar Weapons	8
Buying or Seizing Land	55	Gaining Land	56
Campaign Result, Land	65	Gaol (Jail)	52
Campaigns at Sea	74	General diseases	91
Campaigns at Sea, Ensuing events	75	Having more than one figure	7
Campaigns at Sea, Major Expeditions	76	Health, wounds & Illness	90
Campaigns at Sea, Minor Expeditions	74	Heroes Combat System.	112
Campaigns at Sea, Prizes	79	Hiring Mercenaries	57
Campaigns at Sea, Shares	79	Hiring, A	58
Campaigns by Land	64	Illness, wounds and Health	90
Campaigns, Major Land	64	In the beginning	4
Campaigns, Minor, Land	64	Incidental Expenses	19
Cattle Grazing Areas, raids on	61	Incidents at Sea	71
Chance Occurances	41	Incidents Bawdy House	48
Choosing a Character	5	Incidents City	36
Civic Posts in Triente	28	Incidents Odd	36
Coast	70	Incidents Setting up	33
Combat Experience Points (PEP)	18	Incidents, Chance Occurrences	41
Combat Rules Armour Saves etc.	110	Incidents, Meetings on the road	36

Incomes and Taxes	22	Original Individual Attributes	92
Incomes, Regular	22	Original Personal Appearance	94
Increase Individual Attribute Ratings	12	Original Value Modification Table	93
Individual Attribute Ratings Increase	12	Ouesterlands Adallia	98
Individual Attributes	10	Ouesterlands Andalus	107
Infection	90	Ouesterlands Angonia	107
Inns, Taverns & Ale-houses	20	Ouesterlands Asgard	107
Investments	87	Ouesterlands Austrasia	98
Jail, Gaol	52	Ouesterlands Bakhran	108
Jobs Regular	29	Ouesterlands Beyond the Empire	100
Journey, the	82	Ouesterlands Beyond the map...	107
Knowledge, Partial	13	Ouesterlands Cymraan	107
Knowledge, Special	13	Ouesterlands Gironde	100
Land Campaigns	64	Ouesterlands Gresse	100
Land, Buying or Seizing	55	Ouesterlands Herzlavakia	103
Land, Gaining	56	Ouesterlands Islands	106
Land, Movement on	31	Ouesterlands Isle	100
Landholding	56	Ouesterlands Ispania	107
Large Scale Battles	112	Ouesterlands Italia	95
Letting Property	86	Ouesterlands Langobardia	95
Major Land Campaigns	64	Ouesterlands Magyary	104
Map the	108	Ouesterlands Neustria	100
Marriage	15	Ouesterlands Normande	100
Meetings on the Road	36	Ouesterlands Orentia	108
Mercenaries, Hiring	57	Ouesterlands Ouestermarche	100
Merchant Crews	72	Ouesterlands Poldavia	104
Merchant Venturing	80	Ouesterlands Russland	104
Minor Land Campaigns	64	Ouesterlands Saxonia	100
Mistresses	15	Ouesterlands Swabingia	98
Monetary System	14	Ouesterlands The Empire	94
Money Lending	89	Ouesterlands Translavonia	100
Mounting an Expedition	57	Ouesterlands Tyrantian Empire	105
Movement on Land	31	Ouesterlands, the map	108
Movement Rates Sea	69	Pep and Social Rating	18
Naming a character	8	Pep and Social Rating	18
Naval Battles	77	Permanent Effects	90
Naval Campaigns	74	Personal Appearance	14
Naval Ensuing events	75	Personal Experience Points (PEP)	18
Naval Major Expeditions	76	Piracy & Ships	67
Naval Minor Expeditions	74	Point Values Armour and Weapon	9
NPC, Creating a Non-Player Character	11	Political Factors	49
Odd Incidents	36	Posts in the Duke's Court	25
Official Posts	23	Posts Official	23
Original Basic Value Modification	92	Posts, Civic in Triente	28
Original Creating NPC	93	Posts,The Guild	23
		Posts,The Guild	23

Preface	2	Slave Market in Triente, the	44
Prizes Naval	79	Slave Markets Other	45
Property	85	Slavery	43
Property	86	Social Background	6
Property Buying	86	Social Level, Raising	17
Property Letting	87	Social Rating	17
Property Selling	86	Special Knowledge	13
Property value fluctuation	86	Special Knowledge	13
Property, Risk to	87	Storms at Sea	70
Punishment, Crime and	51	Taverns, Inns & Ale-houses	20
Punishment, Wergild.	54	Taxes and Duties	55
Quarters, the	50	Taxes and Incomes	22
Raids on Arable Area Settlements	60	Trade tables	81
Raids on Cattle Grazing Areas	61	Transport Capacity	82
Raising Social Level	17	Transporting goods.	82
Rank has its privileges RHIP	30	Trial	53
Regular Income	22	Triente	3
Regular Jobs	29	Trientian Shipping, Attacks on	72
Relationships	14	Umpires	34
Result, Land Campaign	65	Value fluctuation, Property	86
RHIP (Rank has its privileges)	30	Villages and Farms attacks on	60
Risk to Property	87	Villages, Burning and Looting	62
Risk to ships	69	Voyages	68
Risk to ships, further	70	Watch, the	50
Sea Movement Rates	69	Weapon and Armour Point Values	9
Selling Property	86	Weapon Training	8
Setting up Incidents	33	Weapons	7
Shares in Loot & plunder	59	Weapons	50
Shares Land Campaign	66	Weapons and Armour	34
Shares, Land Campaign	66	Weapons Familiar	8
Shares, Naval	79	Wergild, Punishment	54
Ship, Buying a	67	Wind direction	68
Ships and Piracy	67	Wind strength:	68
Skills, Additional	63	Wounds, Illness and Health	90