



Crossbowman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3(2)	3	2	2

Note: It takes one Phase to switch between the Crossbow and Shortsword.

Cost: 75 Gold Coins
Retainer: 10 Gold Coins



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Halberdier



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	2	2

Note: The Halberdier may attack diagonally.

Cost: 75 Gold Coins
Retainer: 10 Gold Coins



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Halberdier



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The Imperial Academy



Recreated HeroQuest Spell Cards

These cards have been reformatted to the US version of HeroQuest standard, some wording has been changed.

(I.E., "Do not return this card to the deck," as opposed to "Discard after Use.")

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6	3	3	2	2

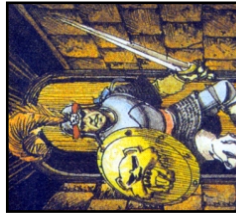
Note: The Halberdier may attack diagonally.

Cost: 75 Gold Coins
Retainer: 10 Gold Coins

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Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	2

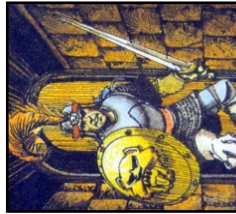
Note: The Scout has the Dwarf's ability to Detect and Disarm traps.

Cost: 50 Gold Coins
Retainer: 10 Gold Coins

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Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	2

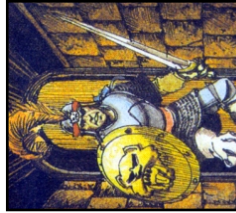
Note: The Scout has the Dwarf's ability to Detect and Disarm traps.

Cost: 50 Gold Coins
Retainer: 10 Gold Coins

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Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	2

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Cost: 50 Gold Coins
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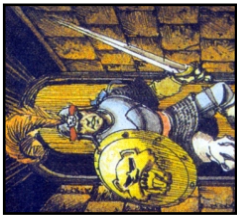
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Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	2

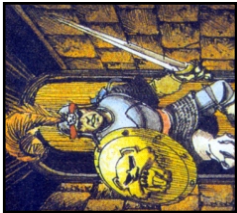
Note: The Scout has the Dwarf's ability to Detect and Disarm traps.

Cost: 50 Gold Coins
Retainer: 10 Gold Coins

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Scout



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9	2	3	2	2

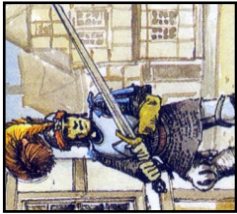
Note: The Scout has the Dwarf's ability to Detect and Disarm traps.

Cost: 50 Gold Coins
Retainer: 10 Gold Coins

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Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	5	2	2

Cost: 100 Gold Coins
Retainer: 10 Gold Coins

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Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	5	2	2

Cost: 100 Gold Coins
Retainer: 10 Gold Coins

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Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
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Cost: 100 Gold Coins
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**Master
Swordsman**



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	5	3	3

Note: May Search for Secret Doors and Treasure.*

Cost: 200 Gold Coins
Retainer: 50 Gold Coins

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**Master
Swordsman**



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	5	3	3

Note: May Search for Secret Doors and Treasure.*

Cost: 200 Gold Coins
Retainer: 50 Gold Coins

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**Master
Crossbowman**



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3(2)	3	3	3

Note: It takes one Phase to switch between the Crossbow and Shortsword. May Search for Secret Doors and Treasure.*

Cost: 150 Gold Coins
Retainer: 50 Gold Coins

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**Master
Crossbowman**



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3(2)	3	3	3

Note: It takes one Phase to switch between the Crossbow and Shortsword. May Search for Secret Doors and Treasure.*

Cost: 150 Gold Coins
Retainer: 50 Gold Coins

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**Master
Scout**



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	3	3	3

Note: The Scout has the Dwarf's ability to Detect and Disarm traps. May also Search for Secret Doors and Treasure.*

Cost: 100 Gold Coins
Retainer: 50 Gold Coins

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**Master
Scout**



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	3	3	3

Note: The Scout has the Dwarf's ability to Detect and Disarm traps. May also Search for Secret Doors and Treasure.*

Cost: 100 Gold Coins
Retainer: 50 Gold Coins

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**Master
Halberdier**



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	3	3	3

Note: The Halberdier may attack diagonally. May also Search for Secret Doors and Treasure.*

Cost: 150 Gold Coins
Retainer: 50 Gold Coins

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**Master
Halberdier**



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	3	3	3

Note: The Halberdier may attack diagonally. May also Search for Secret Doors and Treasure.*

Cost: 150 Gold Coins
Retainer: 50 Gold Coins

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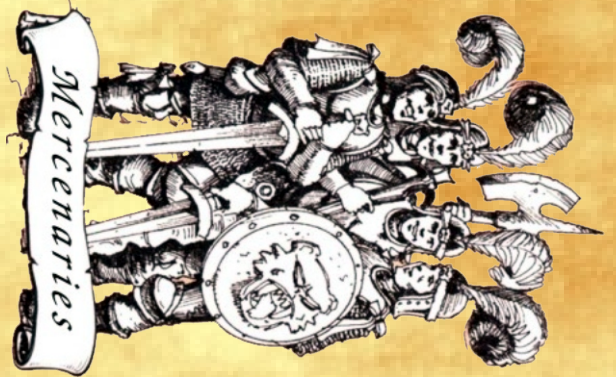
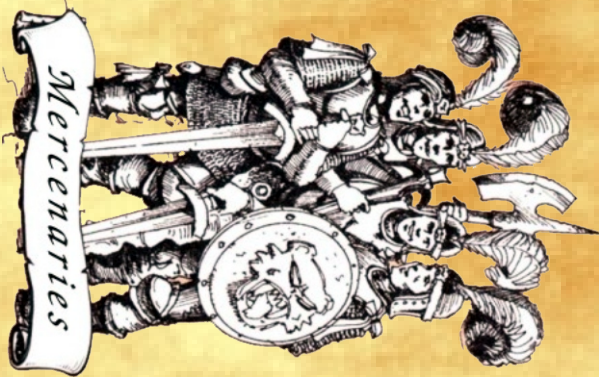
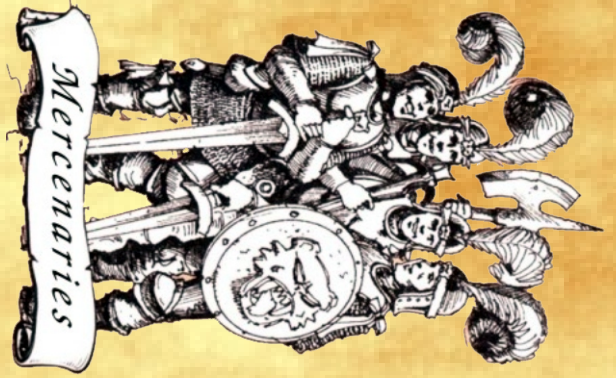
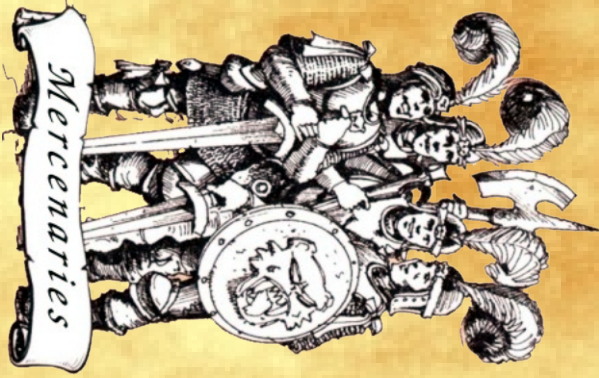
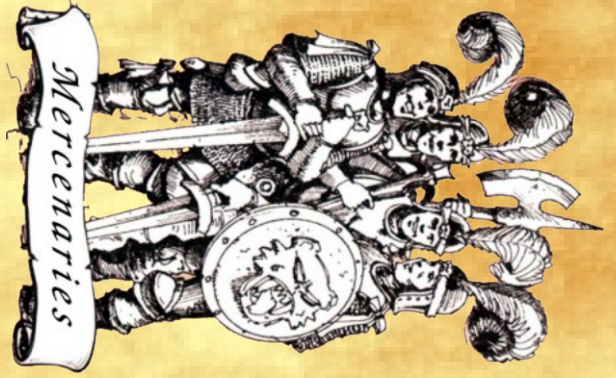
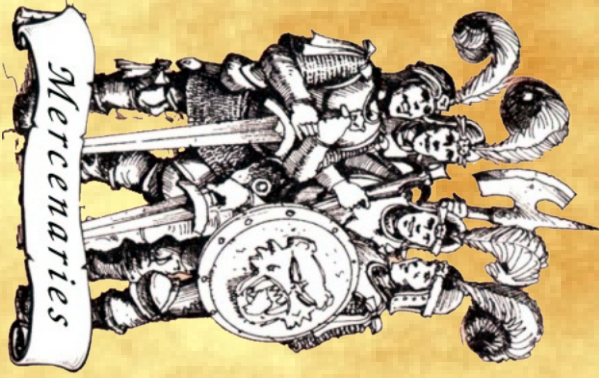
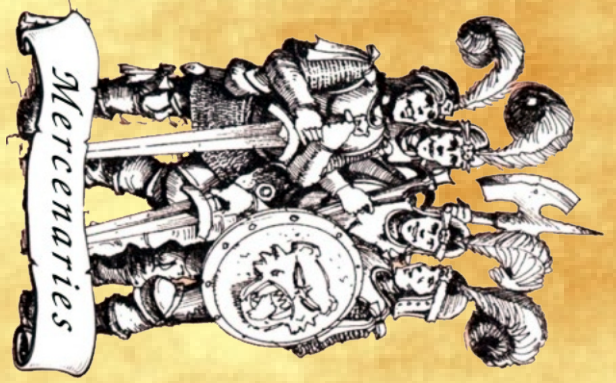
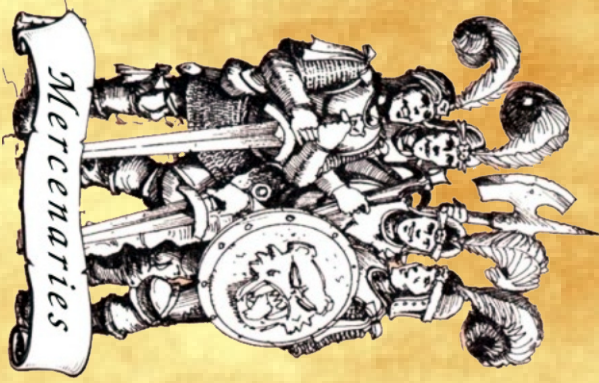
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The Imperial Academy Mercenary Cards by [Phoenix](#) © 2009

Converted into Adobe Acrobat PDF by Phoenix

Special thanks to Dirk Rombauts for transcription of Spells

Special thanks to Nicodemus for use of original & scanned images

Extra Special thanks to Malechi for use of Cards Backs and "re-created" images

Printing Notes: This Printbook is setup for printing double-sided cards. The card front images should be printed first, then the paper is turned over and reloaded and the back is printed to each sheet (when the machine sorts and prints double-sided the paper shifts too much). The size of the print area should be compatible for US and A4 sizes. Be sure that the preferences in Adobe Acrobat are set not to shrink and /or enlarge the image. Cut out the cards using the backs as a cutting guide.

Many of the cards contained in this packet have been altered to read like US HeroQuest standard. The actual effect of any cards has not been changed in any way, I.E.; the phrase from the UK version cards, "Discard after use." Has been replaced with the US version, "Do not return this card to the deck." This was done for consistency and uniformity throughout the cards.

All of the cards contained in this packet are not scan (well some of them are), but instead are full recreations of the originals with only the card art being scanned and duplicated. This was done in an effort to create the cleanest possible copies when printed. In this way the cards are aligned, the type is straight and unsmudged and there are no defects due to age.

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