

Flight Dice

Any Monster with the "Flying" ability may choose to replace its regular movement by a roll of the Flight Dice (or a Skulldice). (This rule is optional.)

- White Shield: *Roam*
- Black Shield: *Fly Up*
- Skull: *Fly Down*



Fly Up

Go/Remain into the Air Flight State.

Fly Down

May do a regular move if already in the Ground Flight State. Go to the Ground with an optional attack when currently in the Air.

Roam

Remain in current Flight State. May do a regular move and/or attack if at the Ground Flight State.

Flight States

Air

The flying miniature is placed next to the game board adjacent to any Outdoor square to indicate it is soaring high in the air. The Monster counts as being out of the game.

Ground

The flyer is treated as a regular Monster.

Outdoor

D&D Game Board squares with grass or snow are considered Outside locations.
 The MB HeroQuest Against the Ogre Horde overground tile is considered an Outside location.
 The HeroQuest The Frozen Horror cave entrance tile is considered an Outside location.