



Chex Quest Expansion
For Meet Thy Doom v.7 and up
By Mike MacDee (at yahoo dot com)
version 1

Uses *Hell On Earth* Expansion Rules

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NAME:

CLASS:

Promotion: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

RANK: 1 2 3 4 5 Tactics:

Spd: Mxi: Scn: Dex: Sht:

- PICKUPS -

- OTHER -

- AMMO -



20 black squares / 20 red squares



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SLIME POOL

[Chex]

As you take your next step, the ground opens to receive your foot in the Flemoid goo bubbling underneath. Roll Speed (2) to avoid stepping in the pool, or you can't move 'til end of next turn. Return this card to the deck.

REINFORCEMENTS!

[Chex]

You couldn't stop the distress call in time, and reinforcements are on their way! Mastermind spawns 1d6 Bipedus and/or Cycloptis Flemoids at the starting point. Return this card to the deck.

ETHEREAL CROSSBOW

[Chex]

The weapon is magnificent, a gem of Elven engineering. Undoubtedly it is protected by some devious trap. Pass a Disarm (3) to take the weapon or it explodes, dealing 1 wound to you and all adjacent characters.

HIDDEN CACHE

[Chex]

You stumble upon a hidden cache of supplies! Roll a die:

- | | |
|---|----------------------------|
| 1. Quartz Flask. | 4. 1d6 Discs of Repulsion. |
| 2. 1d6 Crystal Vials that heal 1 wound. | 5. Chaos Device. |
| 3. 1d6 Timebombs of the Ancients. | 6. 1d6 Blue or Green Mana. |

SLIMED

[Chex]

Roll for Moxie (2+) as a heap of Flemoid goo drips from the ceiling onto your head. If you pass, you wipe it off easily; otherwise you panic and skip your next turn. Return this card to the deck.

SHORT CIRCUIT!

[Chex]

Your weapon shorts out! You cannot fix it until the end of next turn -- that weapon is useless until then. Return this card to the deck.

(Doesn't apply to Bootspoon.)

WANDERING MONSTER

[Chex]

Mastermind rolls a die and drops a monster in your sector. It immediately attacks. Return this card to the deck.
1-3: Communus
4-5: Bipedus
6: Cycloptis

MISFIRE

[Chex]

Your current weapon misfires! If it is a ranged weapon, roll to attack a Doomer in your sector (unless there are none). Expend 3 ammo units.

NOTHING

[Chex]

You thought you saw a Flemoid, but it was only somebody's unfortunately colored coat hanging on a coat rack. Return this card to the deck.

RESCUE

[Chex]

A fellow Chex Warrior is trapped, and about to be encased in slime! Master places a Hostage in line of sight and surrounds it with Cycloptis Flemoids equal to your rank. Make a Disarm (2) to free the man: he gives you his Large Zorcher in thanks, or cleans you for 2 pain states if you already have one.

GAS LEAK

[Chex]

A pipe ruptures from a stray shot and fills the sector with noxious gas! Roll Speed: for each Hit you can move 1 space. If you are still in the gassed sector, take 1 wound.

WANDERING MONSTER

[Chex]

Mastermind rolls a die and drops a monster in your sector. It immediately attacks. Return this card to the deck.
1-3: Bipedus
4-5: Cycloptis
6: Stridis



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Flemoid Reference
Cards;
Weapon Info



Zorch Ammo (Bullets)



Zorch Shells



Propulsor Recharge



Phasing Ammo

Bootspoon = Base Fist Weapon
Super Bootspong = Chainsaw
Mini-Zorcher = Pistol
Large Zorcher = Shotgun
Mass Zorch Driver = S.Shotgun
Zorch Repeater = Chaingun
Propulsor = R.Launcher
Phasing Zorcher = Plasma Gun
L.A.Z. = B.F.G.

PS:1



COMMONUS

Shoot: --

Brawl: 1 Speed: 2
Wits: 3 Moxie: 2

PS:1



BIPEDICUS

Shoot: 2

Brawl: 2 Speed: 3
Wits: 3 Moxie: 2

PS:1



QUADRUMPUS

Shoot: 3 (*Shotgun*)

Brawl: 1 Speed: 3
Wits: 3 Moxie: 2

PS:2

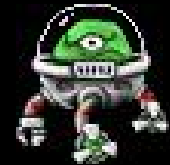


STRIDICUS

Shoot: --

Brawl: 3 Speed: 4
Wits: 1 Moxie: 3
Lunge (2)

PS:2



CYCLOPIS

Shoot: --

Brawl: 3 Speed: 4
Wits: 2 Moxie: 3

PS:2



CYCLOPTIS ULTRICUS

Shoot: 3

Brawl: 3 Speed: 3
Wits: 2 Moxie: 3
Flying

PS:1



FLEM MINE

Shoot: --

Brawl: 2 Speed: 4
Wits: 1 Moxie: 6
Flying, Lunge (4)
Successful Brawl = Explode

PS:3



MAXIMUS

Shoot: 3

Brawl: 3 Speed: 3
Wits: 4 Moxie: 5
Beast, Heavy

PS:4



FLEMBOMINATION

Shoot: 3 (*Chaingun*)

Brawl: 5 Speed: 4
Wits: 8 Moxie: 6
Heavy, Sniper

PS:6



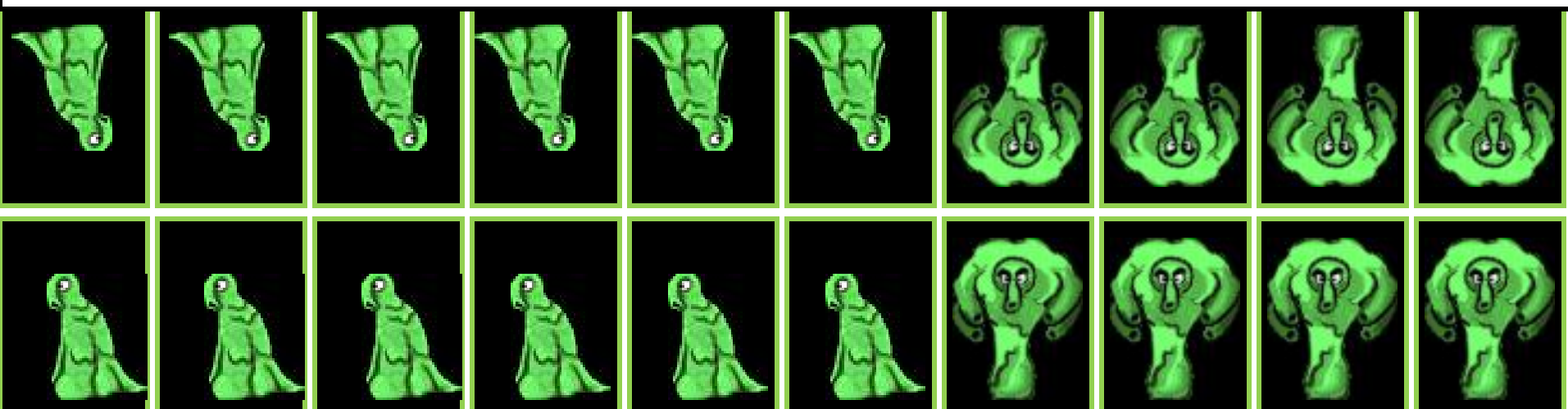
LORD SNOTFOLUS

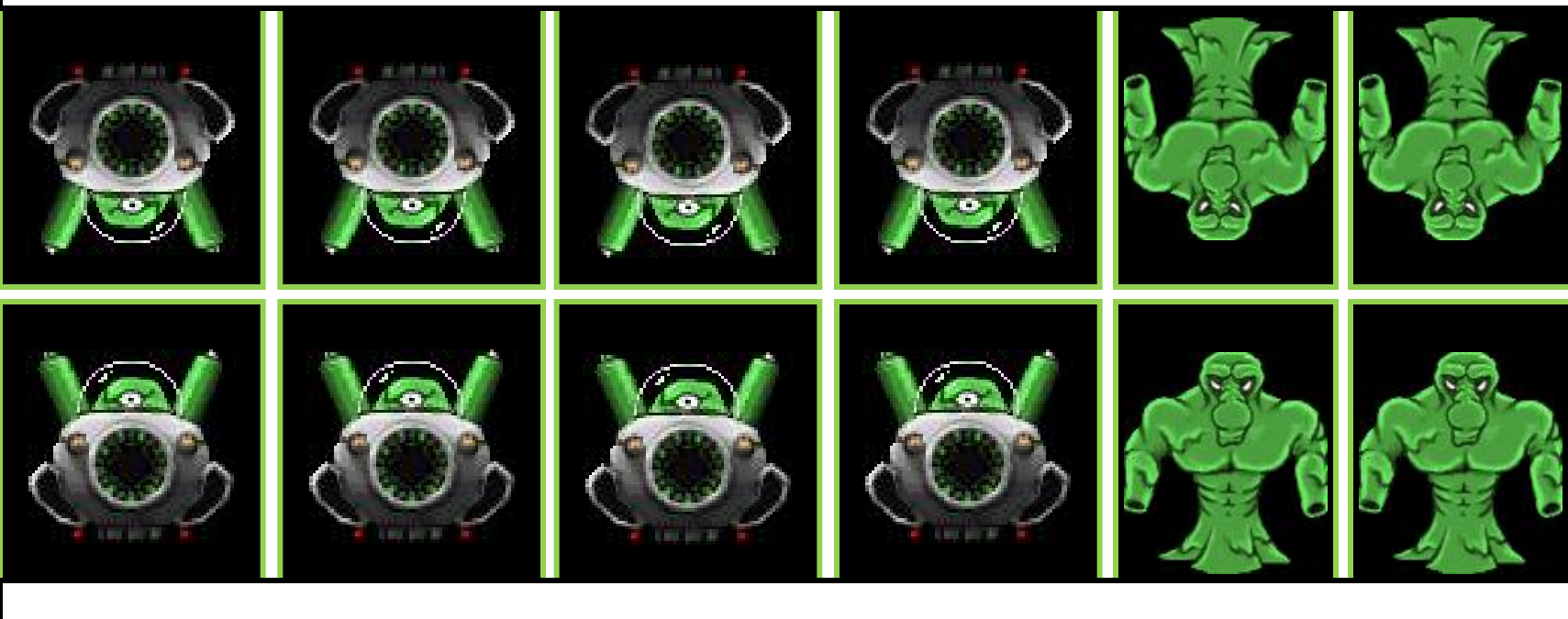
Shoot: (*R.Launcher*)

Brawl: 5 Speed: 4
Wits: 2 Moxie: 6
Beast, Heavy, Leader



Communi, Bipedi, Quadrumpi

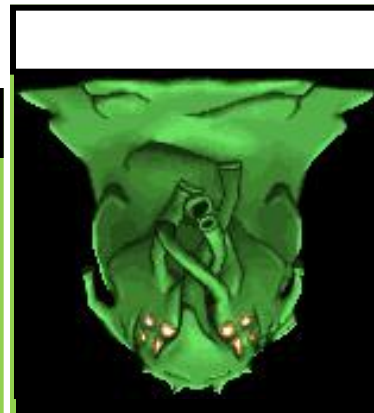
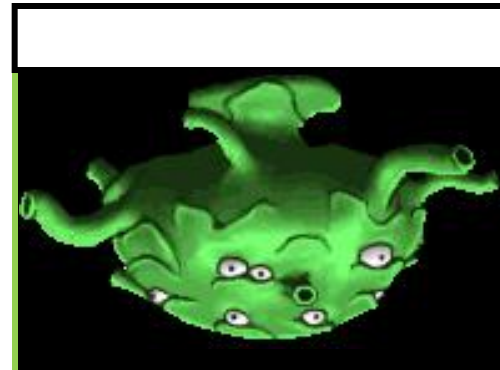
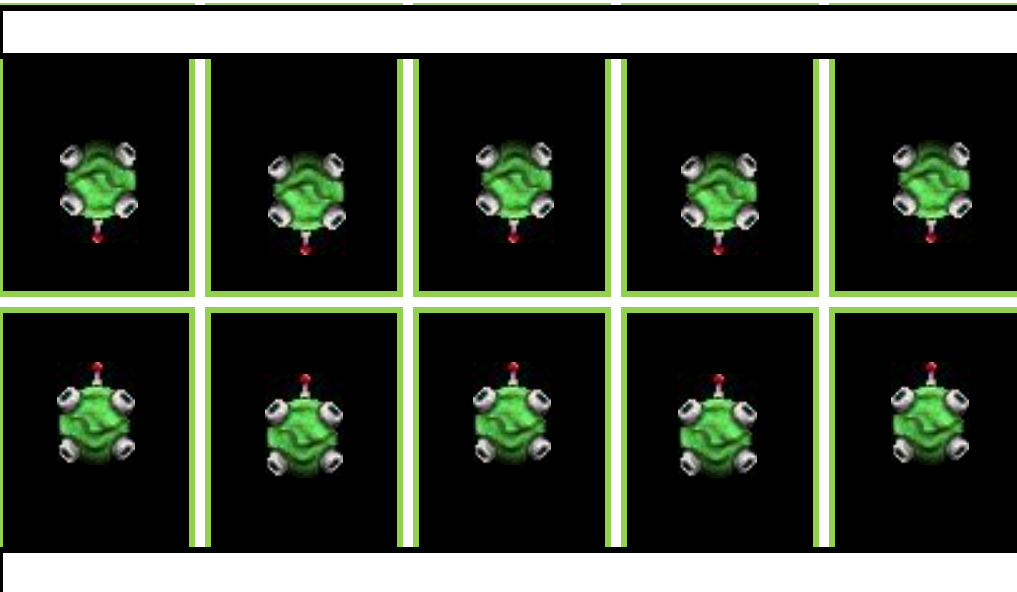
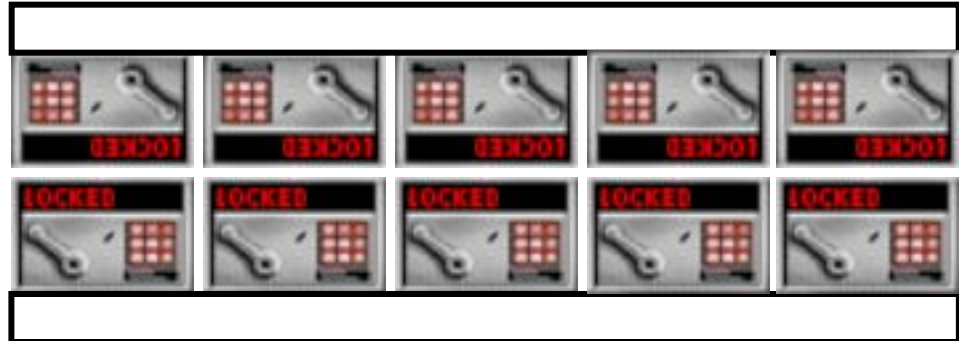
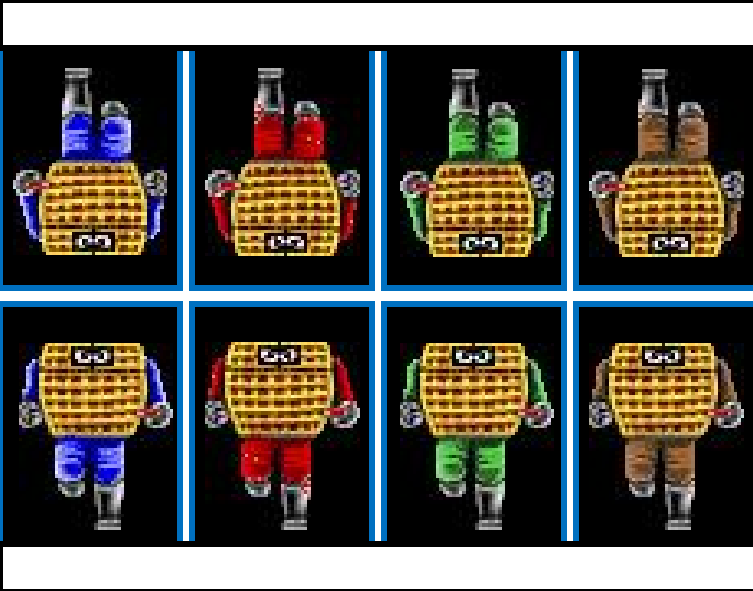


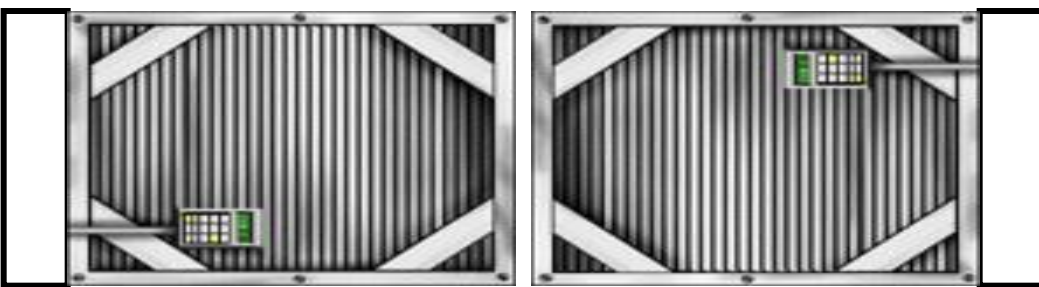
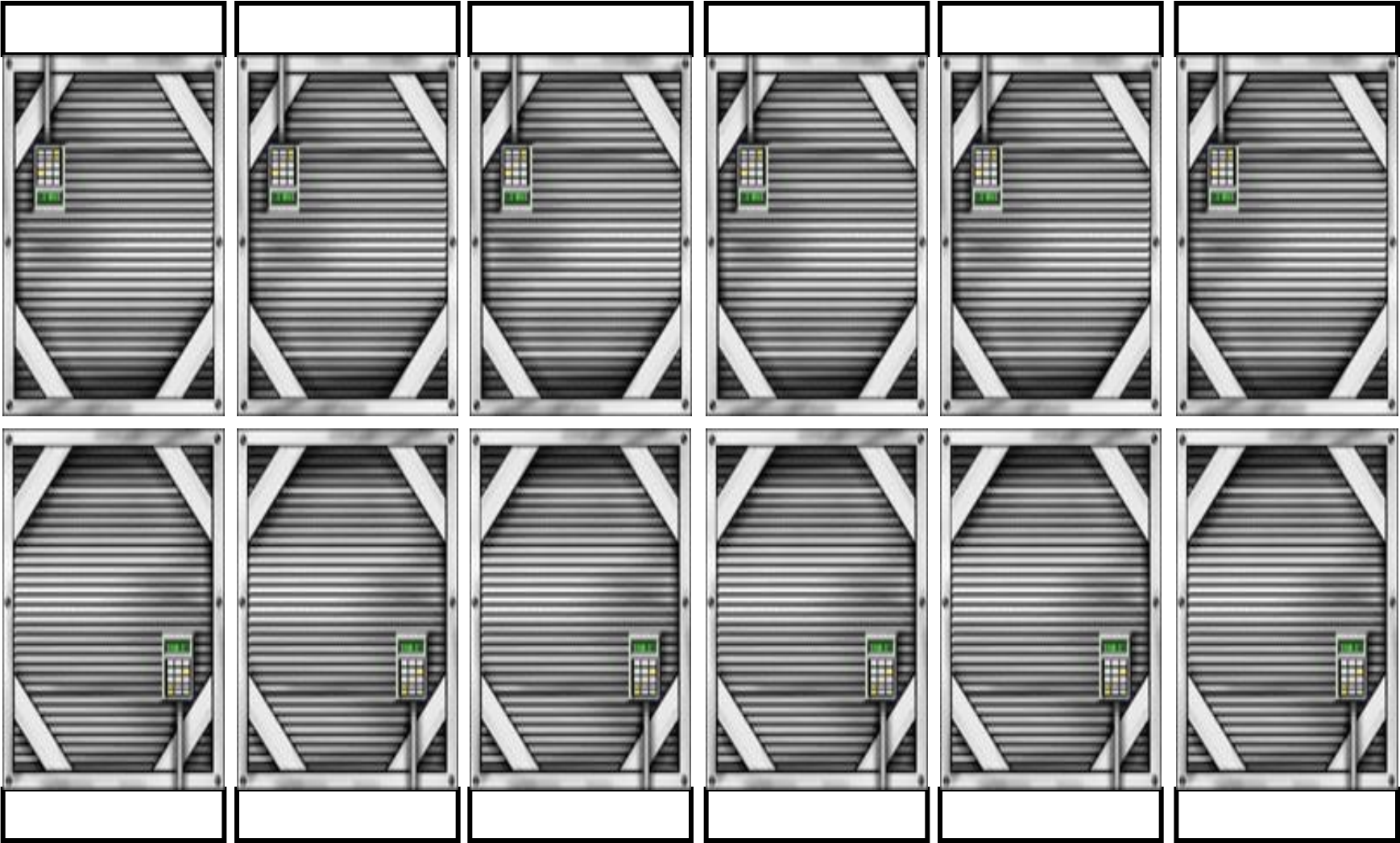


Cyclopti, Stridici, Maximi

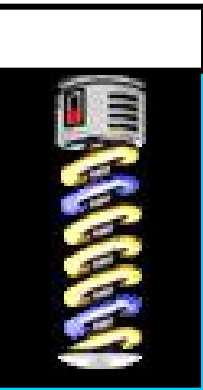
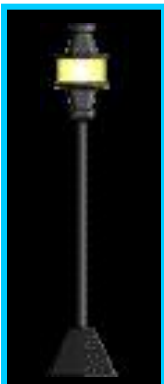
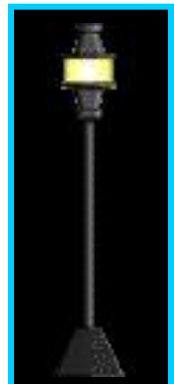
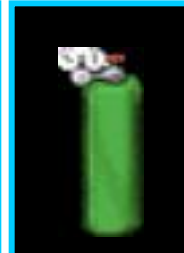
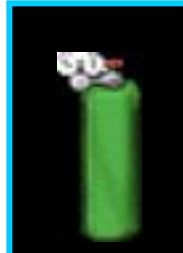
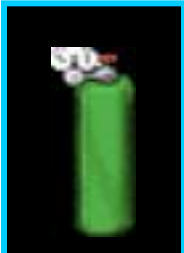
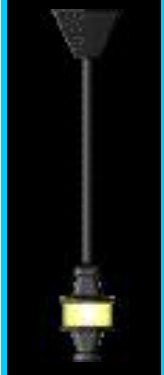
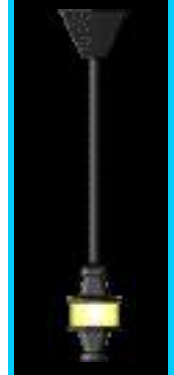
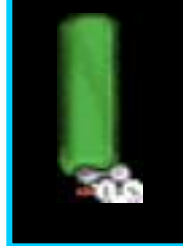
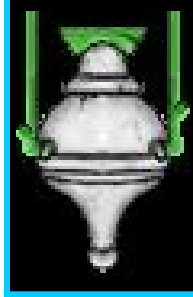


Doomers, Flem Mines, Lord Snotfolus, Flemnominations, Switches



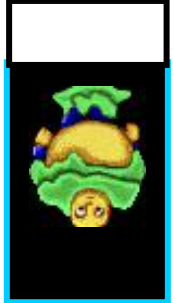
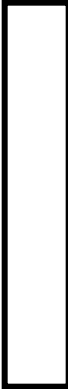


Doors



Small Furniture





Large Furniture, Hostages

