



BATTLE-AXE



RULEBOOK

ROUNDS & TURNS

This section summarises what actions the heroes can do on their turn. A later section describes each of the rules in more detail.

Rounds

Each 'round' :

- 1) every player has a turn, one at a time and
- 2) each enemy has a turn

The players do not need to have their turn in the same order each round.

For example in the first round Gary could take his turn, then Bob and then Lucy: the enemies then have their turns to end the round.

The next round Bob could go first, then Lucy and then Gary: again the enemies have their turns to end the round. The players can change their order to gain a tactical advantage...

Turns

During a player's turn his hero can:

- a) Move and then take 1 Standard Action, OR
- b) Take 1 Standard Action and then Move

The player can also rotate his hero to face a particular direction and drink a potion (if he has one).

Move

- a) A hero can move a number of squares 'up to' his Speed Roll which is equal to: his Speed stat + D6
- b) When a hero moves to the end of a passage, new passage sections are laid out.

Standard Actions

During a player's turn his hero can perform 1 of these actions:

Fight: attack an adjacent enemy with a hand-held weapon

Shoot: attack with a missile weapon

Cast a Spell

Open a Door: a new room or passage section is immediately laid out behind it

Close a Door

Change a Worn Item: put on or take off a worn item from/to his backpack.

Swap and Exchange Items: swap 'held' items to/from his backpack and exchange items with another hero

Carry Another Hero: a heavy hero can pick-up a light hero and carry him

These are the standard actions that can be taken each turn.

Other books include other Specific Actions that can be taken at specific times. *Foe example as crossing a rope bridge has special rules.*

HERO STATS - SUMMARY

Each hero has the following statistics (stats) that reflect his abilities and attributes. They are recorded on the hero console.

1) Health

This is how physically resilient he is and how many wounds he can take before falling unconscious or dying.

2) Speed

This is how fast he is. Each turn he can move 'up to' his Speed stat + D6.

3) Attacks (Fighting)

This is how many attacks he can have with a hand-weapon each turn. Note - only 1 missile attack can be made each turn.

4) Attack Success (Fighting)

This is the chance that an attack with a hand weapon will potentially strike and wound an enemy.

5) Missile Success (Shooting)

This is the chance that a missile will potentially strike and wound an enemy.

6) Defend Success (Fighting & Shooting)

This is the chance that an attack can either be avoided or that the impact can be absorbed without causing a wound.

7) Luck

This is how many times a hero can 'Use My Luck' during a quest to re-roll a dice.

8) Spells

This is how many spells the hero can cast of each type during a quest (arcane, holy or nature).

9) Height

The hero is tall or short, depending on his race.

10) Weight

The hero is heavy or light, depending on his race.

HERO STATS - DETAIL

1) Health

This is how resilient a hero is and how many wounds he can take before falling unconscious.

When a hero is hit by a weapon, missile, spell or trap he is wounded' and his health is reduced:

- a) If the Health falls to zero the hero falls unconscious
- b) If the Health falls below zero the hero is dead

2) Speed

This is how fast a hero is. Each turn a hero can be moved a number of squares 'up to' its Speed plus the number rolled on D6.

When there are 'No Active Enemies' all heroes have a speed of 20 (this means all the enemies on the table are dead or are behind doors that they cannot or will not open. At this point combat is considered over.).

Example: if a hero has a Speed of 2 and rolls a 4 (using D6) then he can move up to 6 squares this turn.

3) Attacks (Fighting)

This is how many attacks he can have with a hand-weapon, such as a sword, each turn. If a hero is adjacent to several enemies he can decide which ones to attack: if his first attack kills an enemy he may switch to attack another enemy with any remaining attacks (the hero cannot move between these attacks).

Note - only 1 missile attack can be made each turn.

4) Attack Success (Fighting)

This is the chance that an attack with a hand weapon will potentially strike and wound an enemy.

It reflects his fighting ability and the effectiveness of the weapon.

For example, a skilful fighter using a dagger is likely to strike the enemy but is unlikely to cause a wound since a dagger is not a powerful weapon.

5) Missile Success (Shooting)

This is the chance that a missile will potentially strike and wound an enemy.

It reflects his shooting ability and the effectiveness of the missile weapon.

For example, unskilled shooter using a long bow is unlikely to strike but, if he does strike, he is likely to wound since the long bow is a powerful missile weapon.

6) Defend Success (Fighting & Shooting)

This is the chance he can avoid the attack or that the impact can be absorbed without causing a wound.

It reflects the hero's defensive skill and the effectiveness of his armour.

For example, a skilful fighter using leather armour is likely to dodge a strike but is unlikely to absorb the damage if hit since leather armour is not very effective.

7) Luck

This is how many times a hero can 'Use My Luck' during a quest. Each time he uses his luck it is reduced by 1 until it runs out at 0.

To 'Use My Luck' the player can re-roll a single dice roll that has been made for or against him.

These rolls include those made:

- a) for the hero (such as to attack or defend), OR
- b) by an enemy attack against him, OR
- c) by traps or any other situation that could wound him.

The hero can use the result from the first or second roll.

However a hero cannot 'Use My Luck' to re-roll:

- 1) dice associated with the Game Mat (Door Dice, Quest Room Dice or D20 Dice on Room & Event Cards), OR
- 2) room layout dice

For example, if a player tries to attack an enemy he can roll his dice as normal. If he fails he can 'use his luck' to re-roll the dice.

8) Spells

This is how many spells the hero can cast of each type (arcane, holy or nature).

9) Height

The hero is tall or short, depending on the race.

For example, a dwarf is short whereas an elf is tall.

(Height does not affect most Standard Actions but it can affect some Specific Actions)

10) Weight

The hero is heavy or light, depending on the race.

For example, a half-orc is heavy whereas a halfling is light.

(Weight does not affect most Standard Actions but it can affect some Specific Actions)

HERO CONSOLE

The Console tracks a hero's statistics, weapons, armour and other information.

Pegs are used to track the Hero's statistics.

The next page shows a console with an example hero - the text below describes the various areas on it.

Hero Stats

The hero's stats take up most of the console. Green pegs represent the hero's base (starting) values based on his race and role. The red pegs represent the current values to account for any carried weapon, carried shield, worn armour, wounds, etc.

Example: he started with a base Health of 7 but has suffered 2 wounds and so his Health is currently 5.

Example: he started with a base Attack Success of 55% but is holding a sword that provides a 5% bonus, so the current value is 60%.

When attacking or defending always use the current value (red peg) to determine success. If the current value is the same as the base value, then use just the green (base) peg in the console.

Example: he started with a base luck of 3 and hasn't yet had to 'Use my Luck' and so the current value (3) is the same as the base value .

Remember that whenever you change the items that you are holding or wearing then the Hero Stats current values could change!

Traits

Each hero has 2 traits that depend on his race. Since most traits can only be used once per quest, the console includes pegs to track when they have been used. Place the character block under the console as shown so that you can quickly see these traits, based on the hero's race.

Holding Slots

Items can be held in the left or right hand. However, some items or weapons require both hands to be used and these cards are printed in 'landscape' so that they can be put across both hand slots. Each slot must only contain 1 card.

In the example the short-bow and rope, currently in the the backpack area, would both need to be held with 2 hands.

Wearing Slots

Items that can be worn are put into the appropriate slot: Head, Body, Hands, Legs and Feet. The item card will clearly state which slot is to be used. Each slot must only contain 1 card.

Example: a helmet is put into a Head Slot, chain armour is put into a Body slot, etc.

General Info

Here the player can insert a piece of paper with details of the hero's name, race, role, gold pieces and Campaign Codes.

Back-Packed

When items are not being held or worn they are considered to be within a back-pack or kept in a suitable pocket, scabbard or holder. For simplicity these items are said to be 'back-packed' and can be placed below the console, as shown.

Spells

Spell cards can also be placed below the console, as shown.

HERO CONSOLE

Pegs

- Base Value
- Current Value

Wooden Shield
Defend Success +5%
25 gp



A light-weight wooden shield that improves the hero's defense.

The hero must be **Tall or Heavy**.

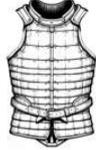
Sword
Attack Success +5%
60 gp



A common weapon, that doesn't require much training to use.

The hero must be **Tall or Heavy**.

Leather Armour
Defend Success +5%
30 gp



This light armour provides basic protection whilst allowing the hero to remain flexible and nimble.

The hero must be **Tall**.

Holding Slots

CONSOLE

	Holding: Left Hand					Holding: Right Hand					
	0	1	2	3	4	5	6	7	8	9	10
Health	x	x	x	x	x	x	●	●	x	x	x
Speed (+D6)		x	x	x	x	x	●	x	x	x	x
Luck		x	x	●	x	x					
Attacks		x	x	●	x	x					

Chance of Success:	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
Attack	x	x	x	x	x	x	x	x	x	●	●	x	x	x	x	x	x	x
Missile	x	x	x	x	x	x	x	●	x	x	x	x	x	x	x	x	x	x
Defend	x	x	x	x	x	●	x	●	x	x	x	x	x	x				

Spells to Cast:	0	1	2	3	4	5	6
Arcane	●	x	x	x	x	x	x
Holy	x	●	x	x	x	x	x
Nature	●	x	x	x	x	x	x

	Yes	No
Trait 1 Used	●	x
Trait 2 Used	●	x

Tall

Short

Heavy

Light

Base Value (Green)

Current Value (Red)



WEARING



- Head
- Body
- Hands
- Legs
- Feet

Name:

Race:

Role:

Gold Pieces:

Campaign Codes:

Hero Stats

Wearing Slots

General Info

Traits

Human Traits

Attacking Frenzy - you unleash a frenzy of blows.
When Fighting, you get 1 extra attack for 1 Turn.
You can only use this trait once per Quest.

Run for It - adrenaline surges through your veins and you get a boost to your speed.
You add +10 to your speed for 1 turn.
You may apply this after rolling the D6 for movement.
You can only use this trait once per Quest.

Character Block

Spells

Holy Spell



55 gp

Shortbow
Missile Success +5%



A common missile weapon that doesn't require much training to use.

The hero must be **Tall**.

25 gp

Rope



Can be tied and has various uses...

Anyone can use this item.

25 gp

Shrieking Whistle



This high pitched whistle can be heard by certain animals, including dogs.

Anyone can use this item.

Back-Packed

CREATING A HERO - GENERAL

A hero's stats are determined by 3 factors - his race, role and equipment.

1) Race

The race blocks show the differences between the races. Here is a summary:

Deviling

The origin of the deviling race is uncertain and, with their horns and tails, they are often treated with suspicion by the other races. They tend to be tall and slender and are naturally gifted with arcane magic, which is believed to run through their veins. They can occasionally use their unnatural ability to drain the life-force from others...

Dragonian

Again, the origin of this race is not clear but it is believed to have involved the merging of dragon and human blood-lines. They tend to be large and strong but are generally not magically gifted. Their tough scales make them resistant to being wounded and they generally prefer fighting hand-to-hand than shooting missiles. Dragonians have an affinity with fire and are somewhat resistant to its effects.

Dwarf

Dwarves are short, strong and tough. They aren't generally adept at casting arcane magic but their strength can make them capable in fights. Their bodies are tough, making them difficult to kill and they have an inherent resistance to most poisons. They are reasonably adept at understanding and using devices. Dwarves also have an intense dislike of orcs and goblins, who they have fought over the centuries.

Elf

Elves are tall, slender and nimble and are therefore able to move quickly. They have a close affinity with nature and are skilled at using nature magic, as well as having an innate ability to cast sleep magic. Elves are dextrous, with excellent coordination and so are naturally gifted with using bows and other missile weapons.

Gnome

Gnomes are small and slow and tend to be poor fighters. As a result they are quite difficult to hit due to their size and their ability to duck away from attacks! However they do have an affinity with all types of magic which makes them very versatile and they have a naturally familiar with illusion magic. Gnomes are inquisitive by nature and are adept at understanding and using devices, as well as having a close bond with animals.

Halfling

Halflings are small, cheery folk who typically don't like to engage in hand-to-hand fighting. They are considered quite lucky compared to other races - but why, nobody knows. They are nimble with excellent dexterity and so tend to be good at throwing and shooting missiles. They are also reasonably adept at understanding and using devices. Their likeable nature means that they can sometimes befriend an enemy.

Half-Orc

Half-orcs are the largest of the races and are traditionally excellent fighters due to their strength and aggression. Whilst fighting they have the ability to work themselves into a frenzy enabling them to automatically wound an enemy and can also automatically avoid some blows. However they generally aren't particularly clever and are not magically gifted. Half-orcs feel little pain and this, together with their tough bodies, makes them difficult to kill.

Human

Humans are tall and relatively fast. They have no particular strengths or weakness, making them versatile.

2) Role (and Equipment)

The role reflects a hero's training or background: the role and equipment starting block shows the differences between the roles as well as listing any spells and initial equipment associated with the role. Below is a summary:

Adventurer

Adventurers are the most versatile heroes with no particular strengths or weakness, although they are not trained to use magic.

Barbarian

Barbarians have learnt to fight without armour and so have tough bodies that are resilient to wounds. Although they can use missile weapons they prefer the honour of fighting face-to-face with their enemies.

Burglar

Although burglars can fight they often prefer to use their speed to avoid combat and to use their dexterity to shoot missiles. They are trained in picking locks and in overcoming obstacles that require balance, guile or a little luck!

Druid

Druids are at one with nature and can call upon mother nature to provide nature spells. Such spells include the ability to heal wounds, charm others and summon or transform into an animal.

Fighter

Fighters are specialists in the art of combat, both hand-to-hand and ranged. They are practised in the use of shields to defend themselves and are trained with wearing armour. Whilst they are not quite as destructive as barbarians when fighting, they are more likely to avoid being wounded.

Paladin

Paladins are religious fighters who are capable, trained fighters that have also been granted the power to cast a holy spell by their god. Such spells are often used to protect them and their allies.

Priest

Priests are pious and are granted holy spells from their god, often to protect them and their friends. Such spells include the ability to heal wounds and to cure diseases and remove the affects of poisons. They are also granted the ability to strike down unnatural beings.

Wizard

Wizards have studied the web of magic and can control it to cast arcane spells. These spells are often destructive and can wound enemies.

READY-TO-PLAY HEROES

The 8 character blocks include 16 heroes so that you can start the game immediately. These blocks include the heroes' names, stats, equipment, number of spells and traits.

Human	
Thomas and Luella Human Paladins	
	
 Health	7
 Speed (D6 +)	6
 Luck	3
 Number of Attacks	2
 Attack Success	55%
 Missile Success	45%
 Defend Success	35%
Height	Tall
Weight	Heavy
Starting Equipment	
Sword	
Sling	
Leather Armour	
Starting Spells	
1 Holy spell	

Human Traits

Attacking Flurry - you unleash several attacks.
When Fighting, you get 1 extra attack for 1 Turn.
You can only use this trait once per Quest.

Run for It - adrenaline surges through your veins and you get a boost to your speed.
You add +10 to your speed for 1 turn.
You may apply this after rolling the D6 for movement.
You can only use this trait once per Quest.

Before the game begins:

- 1) Insert the green pegs into the hero console that match the stats shown on the block. These are the base values, that have already been adjusted to reflect each hero's race and role.
- 2) Insert the appropriate starting equipment cards into the hero console (or the back-pack area next to the console).
- 3) Insert the red pegs into the hero console to account for any adjustments to the base values due to the starting equipment that is being held or worn. These are the current values.
- 4) Place spell cards next to the console (if appropriate).
- 5) Place the character block partly under the hero console based on the hero's race, so that the traits are visible.

CREATE YOUR OWN HERO

You can create your own unique hero using the race block and the roles & equipment block. You can create 64 unique heroes!

First choose your race and roles and then place the race block next to the role as shown below. Here we have decided to create a human paladin:

		Starting Block: Human							
		Adventurer	Barbarian	Starting Block: Human	Paladin	Priest	Wizard		
				 					
♥	Health	+1	+3	♥	Health	6	+1	+1	+0
🏃	Speed (+D6)	+1	+0	🏃	Speed (D6 +)	6	+0	+0	+0
♣	Luck	+2	+0	♣	Luck	1	+2	+1	+1
🔪	Attacks	+1	+2	🔪	Number of Attacks	1	+1	+0	+0
🏹	Attack Success	+10%	+15%	🏹	Attack Success	45%	+10%	+5%	0%
🏹	Missile Success	+10%	+5%	🏹	Missile Success	45%	0%	+5%	0%
🛡	Defend Success	+10%	+10%	🛡	Defend Success	25%	+10%	+5%	0%
		Starting Spells None	Starting Spells None	Starting Block: Human	Starting Spells 1 Holy spell	Starting Spells 4 Holy spells	Starting Spells 4 Arcane spells.		
		Starting Equipment Dagger Shortbow Leather Armour	Starting Equipment Sword Sling	Starting Block: Human	Starting Equipment Sword Sling Leather Armour	Starting Equipment Dagger Sling	Starting Equipment Dagger Shortbow		

1) Insert the green pegs into the hero console that match the combined values in the two blocks. These combined value are the base values.

For example the health would be 7 (= 6 + 1). The attack success would be 55% (= 45% + 10%)

2) Insert the appropriate starting equipment cards into the hero console (or the back-pack area next to the console).

3) Insert the red pegs into the hero console to account for any adjustments to the base values due to the starting equipment that is being held or worn. These are the current values.

4) Place spell cards next to the console (if appropriate).

5) Place the character block partly under the hero console based on the hero's race, so that the traits are visible.

MOVING & STANDARD ACTIONS

This section explains how a hero can move and explains his available standard actions.

Moving

- 1) Each turn he can move a number of squares 'up to' his Speed stat plus 1D6. When there are 'No Active Enemies' all heroes have a speed of 10.
- 2) He can move less than his Speed Roll (or not move at all).
- 3) He can move diagonally but this counts as 2 squares.
- 4) He **cannot** move over any square occupied by an enemy.
- 5) He **cannot** move over Room Contents [even if the Contents are 'Low' - identified with (L)].
- 6) He **can** move over another hero's square - provided the other hero lets him!

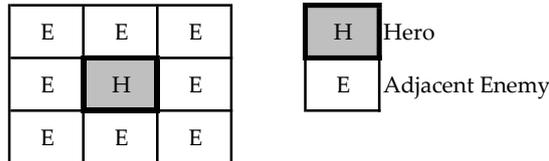
Example: if he has a Speed value of 6 and rolls 1 then he can move up to 7 squares this turn:

Start	1	2	3	4	5	6	7
1	2	3	4	5	6	7	8
2	3	4	5	6	7	8	9

Action: Fight

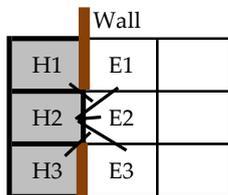
Reach

To fight an enemy he must be adjacent to it. Below he can reach and attack any of the squares he is touching. It doesn't matter which way the mini is facing. Similarly an enemy can attack heroes in its adjacent squares.



Doorways

Heroes and enemies can fight through doorways, although the wall prevents attacks. Below the following can attack: H1 can only attack E2; H2 can attack E1, E2 or E3; H3 can only attack E2



Fighting

There are two steps:

1) Attack

The attacker rolls D100 and must get less than (or equal to) his Attack Success stat in order to potentially strike and wound the enemy. If the attacker is successful then go to step 2. If the attacker fails then his attack missed.

Example: a hero has an Attack Success of 65% and rolls 87% and so he misses the enemy.

Example: a hero has an Attack Success of 70% and he rolls 23% and so he potentially strikes and wounds the enemy. Go to step 2.

2) Defend

The defender rolls D100 and must get less than (or equal to) his Defend Success stat in order to dodge the blow or for his armour to absorb it.

If the defender is successful he is not wounded. If the defender fails then he is wounded and loses 1 Health.

Example: an enemy has a Defend Success of 40% and rolls 35% and so he is successful and not wounded.

Example: an enemy has a Defend Success of 45% and rolls 64% and so he fails and loses 1 Health.

Vital Hit

During step 1, if the attacker rolls 5% or less then then he automatically hits a vital area of the defender:

- a) the defender cannot defend (miss step 2)
- b) the defender takes 2 wounds (loses 2 Health)

Multiple Attacks

If he is adjacent to several enemies and has several attacks (his 'Attacks' stat is more than 1) then he can decide which enemy to attack.

He must decide which one to attack before rolling any dice. If he kills an enemy he can then attack another adjacent enemy, provided he still has attacks left.

Action: Shoot

Targetting

In order to target an enemy the shooter:

- 1) Must have Clear Sight, AND
- 2) Must not be Adjacent to an Enemy

Clear Sight

To have Clear Sight, a straight line can be drawn between the centre of (any) squares that the 2 minis occupy without:

- a) passing over squares occupied by other minis (heroes or enemies). However, a tall hero can shoot over an adjacent short hero, OR
- b) passing over squares occupied by High Room Contents (such as cupboards, weapon racks, etc). However Room Contents that are 'Low' can be shot over (chair, barrel, etc): these are identified with (L).

<p>1) Clear Sight: draw a straight line between the centre of the shooter and target. If it goes over any part of another Mini's square (hero or enemy), or a High Room Content, then the target cannot be shot:</p> <div style="display: flex; align-items: center; margin-top: 10px;"> <div style="margin-right: 10px;"> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td style="background-color: #cccccc;">H</td></tr> <tr><td style="background-color: #ff0000;"></td></tr> <tr><td style="background-color: #ffff00;"></td></tr> </table> </div> <div> <p>Shooting Hero</p> <p>Enemy target</p> <p>Another Mini or High Room Content</p> </div> </div>	H			<p>2) Adjacent Enemy: a shooter cannot shoot if there is an adjacent enemy (he can't even shoot at another enemy that is further away). So this hero cannot shoot:</p> <div style="display: flex; align-items: center; margin-top: 10px;"> <div style="margin-right: 10px;"> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td style="background-color: #cccccc;">H</td></tr> <tr><td style="background-color: #ff0000;">E</td></tr> </table> </div> <div> <p>Shooting Hero</p> <p>Adjacent Enemy</p> </div> </div>	H	E
H						
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<p>3) Short Adjacent Hero: a tall hero can shoot over an adjacent short hero:</p> <div style="display: flex; align-items: center; margin-top: 10px;"> <div style="margin-right: 10px;"> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td style="background-color: #cccccc;">Tall</td></tr> <tr><td style="background-color: #ff0000;"></td></tr> <tr><td style="background-color: #90ee90;"></td></tr> </table> </div> <div> <p>Shooting Hero</p> <p>Enemy target</p> <p>Another hero</p> </div> </div>	Tall			<p>4) Doorways: the wall provides cover. If the line between the Minis goes through the wall the target cannot be shot:</p> <div style="display: flex; align-items: center; margin-top: 10px;"> <div style="margin-right: 10px;"> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td style="background-color: #cccccc;">H</td></tr> <tr><td style="background-color: #ff0000;"></td></tr> </table> </div> <div> <p>Shooting Hero</p> <p>Enemy target</p> </div> </div>	H	
Tall						
H						

Shooting

There are two steps:

1) Shoot

The shooter rolls D100 and must get less than (or equal to) his Missile Success stat in order to potentially strike the enemy and wound. If the shooter is successful then go to step 2. If the shooter fails then his missile missed.

Example: a hero has an Missile Success of 65% and rolls 87% and so he misses the enemy.

Example: a hero has a Missile Success of 70% and rolls 23% and so the missile potentially hits and wounds the enemy. Go to step 2.

2) Defend

The defender rolls D100 and must get less than (or equal to) his Defend Success stat in order to dodge the missile or for his armour to absorb it.

If the defender is successful he is not wounded. If the defender fails then he is wounded and loses 1 Health.

Example: an enemy has a Defend Success of 45% and rolls 18% and so he is successful and not wounded.

Example: an enemy has a Defend Success of 50% and rolls 92% and so he fails and loses 1 Health.

Vital Hit

During step 1, if the shooter rolls 5% or less then the missile automatically hits a vital area of the defender:

- a) the defender cannot defend (miss step 2)
- b) the defender takes 2 wounds (loses 2 Health)

Number of Shots

Only 1 missile can be shot each turn.

Action: Cast a Spell

Available Spells

At the start of a campaign there are 6 arcane, 6 holy and 6 nature spell cards. A wizard has access to all the arcane cards, a priest has access to all the holy cards and a druid has access to all the nature cards. Other heroes could also have access, for example a paladin will also have access to the 6 holy cards - in this case photocopy the cards so that they are available to the paladin and the cleric.

A hero can cast each spell just once during a quest - turn the card face-down to show when it has been cast. Then move the peg on the Hero Console to reduce the number of spells left to cast.

Even though a hero may be able to access 6 spell cards, he can only cast as many spells as shown on the Console. When the number of Spells on the Console is zero, he cannot cast any more spells.

Casting Spells

Touch spells: when a spell card says that the spellcaster must touch another hero, they must be adjacent.

Distance spells: some attacking spells can be cast at a distance, as described on the spell card. In this case the spell is treated like shooting and so there must be Clear Sight between the spellcaster and the target. All the rules and diagrams for shooting apply to these distance spells, except that a spell can be cast if the caster is adjacent to an enemy. The enemy cannot defend against a spell.

Spell cards cannot be exchanged between heroes.

Action: Open or Close a Door

Opening or closing a door is an action.

Therefore a hero cannot open and close a door in the same turn, since this would take 2 actions. Similarly a hero cannot move to a door, open it and then move away in the same turn, since this would take 2 moves.

Action: Change a Worn Item

As an action a hero can put on or take off a single worn item: the card is moved to/from the 'Wearing Slot' area of the hero console from/to the 'Backpack' area. The hero cannot move during a turn that he is putting on or removing a worn item.

Action: Swap & Exchange Items

As a single action a hero can;

- 1) swap the items he is holding: the card(s) are moved to/from the 'Holding Slot' area of the hero console from/to the 'Backpack' area, AND
- 2) exchange items with an adjacent hero: any items that are being held or are within each heroes' backpacks can be freely exchanged (both ways).

Items that are being worn (Wearing Slot area) need to be 'taken off' and moved to the 'Backpack' area, in an earlier round, before being swapped as an action in this round.

Action: Carry Another Hero

A heavy hero can pick-up a light hero and carry him: although the carrier's speed is reduced by 3.

The other hero must be willing to be carried (or must be unconscious or dead).

INTRODUCTION

Battle-Axe is a game of fantasy adventure in which each player controls a hero. In each game the heroes must explore rooms and passages to find the Quest Room which they must complete.

Along the way they may find enemies, monsters, animals, traps, puzzles and other dangers. Indeed, death lurks around every corner and so the heroes will need to use weapons, spells, wit and a little luck to overcome them.

The heroes may also find gold coins, treasure and items. More importantly, by completing quests, the heroes will become true champions of the Inner Realms!

Players, Heroes and Minis

The people playing the game are the 'players' and the models that represent their 'heroes' are called 'minis'.

These rules use the terms 'He, Him or Himself' throughout which is meant to represent a hero or player of any gender and is used for brevity instead of 'he/she/they', etc.

The game can be played in many ways, each being equally challenging and rewarding:

- 1) A group of 4 players can each control one hero in a quest, or
- 2) A single player can control a group of 4 heroes, or
- 3) Two players can each control 2 heroes

Each hero has different strengths and weakness and so part of the fun is to create a band of heroes that can quest effectively together, with different strategies for different situations.

Each game can be played as a one-off, starting with new heroes each time. However when a hero finishes a quest he is likely to have gained coins, treasure and items. These can be used in future quests or can be used to buy other equipment for future quests. A group of quests, played by the same heroes, is called a campaign and it is fun to see the heroes gain wealth and share experiences together.

Heroes: Races, Roles and Equipment

The heroes come in various shapes and sizes and can be one of eight races: Deviling, Dragonian, Dwarf, Elf, Gnome, Halfling, Half-orc or Human. These have different strengths and weaknesses. - *For example halflings are small and tend to be adept at shooting whereas half-orcs are tall and strong and so have a natural flair when fighting with hand-weapons.*

Each hero will have one of eight primary roles which reflect their background and training: Adventurer, Barbarian, Burglar, Druid, Fighter, Paladin, Priest or Wizard.

Heroes will start with basic weapons, armour and other equipment but will hopefully gain more from their quests.

Therefore each hero will be unique based on his race, role and equipment.

The players can start a game with any combination of heroes that they want. It is usually best to have different races and roles since it allows more flexibility (a fighter to attack, a wizard to cast spells, a priest to heal the heroes, etc). However a band of heroes could be all the same race or role - it is up to you, the players!

Battle-Axe comes with 16 ready-to-play heroes that you can use if you wish...or you can create your own unique hero!

Board Layout

The quests take place in passages and rooms that the players place on the table as they are 'discovered'. These are discovered whenever a hero turns a corner at the end of a passage or opens a door. At that point the player turns over a Room or Passage Card to see what is around the corner or behind the door. Therefore the shape of the board randomly unfolds, so that the players never know what is coming next, ensuring that every quest is unique.

Concepts

Rules: This Rulebook covers the core rules of the game and contains all the information the players need to get started. Other specific rules are not included here - they are covered in other books **at the relevant time.**

For example, crossing a rope-bridge is dangerous and has specific rules that are explained at the point the heroes find a rope-bridge.

Stand-Alone vs Campaign Quests

Each game is a quest with a specific goal. There are 2 ways to play the quests: Stand-Alone or Campaign Quests. The Campaign book explains the difference. However, the game rules in this book are the same for both.

Dice Rolls

Throughout the game players will roll dice to decide the outcome of events such as attacking an enemy, crossing a rope bridge, etc. In all cases the players are aiming to roll low, often below the stats on their console. The exception is movement - players will want to roll high when moving.

The dice have 6, 10 or 20 sides and are referred to as D6, D10 & D20. *For example a player may be asked to "Roll D6" which simply means roll a six-sided dice.*

Percentage Dice: the exception is D100 which refers to a roll between 1% and 100%, There is not an actual 100 sided dice. Instead roll D10 (10 sided dice) twice - once for the 'tens', then again for the 'unit'. *For example, rolls of 3 and 7 result in 37%. Rolls of 0 and 0 results in 100%.*

Roll For It (RFI)

Sometimes an event will randomly affect one of the heroes. In order to determine which hero is affected the book will ask the players to 'Roll For It (RFI)': each player rolls D100 for their hero - the one with the highest roll is affected.

For example, "As the heroes walk along a passage a trap is triggered and a dart shoots from the wall towards one of the heroes: Roll For It to determine which hero."

Text Style

Within the books and cards the following are used:

- *Blue Italics text* : is used for examples that clarify the rules.
- *Italics text* : are narrative sections that a player should be read aloud during the game..

SPECIFIC ACTIONS

The standard actions described in this rulebook are the normal actions when moving and fighting. However, the heroes may come across other specific challenges that are outlined in the other books: the books will describe the specific actions available and their rules...and any consequences. Below is a typical example

Example - Chasm

The Adventure book shows a chasm running across a room and the text describes the specific action and rules:

				1	1 Chest
Chasm					

↑

To Jump the Chasm Successfully: 60% Base Chance

The base chance of 60% is increased by the following adjustments:

+20% if hero is a Burglar, Barbarian or Fighter	<i>Such heroes are particularly agile or athletic</i>
+10% if hero is an Adventurer	<i>Adventurers are versatile and have many skills</i>
+10% if the hero is Tall (not Short)	<i>Tall heroes have longer legs!</i>

This check needs to be made each time you try to jump the chasm. If you fail you fall out of sight and die.

In this example a Hero has a base chance of 60% to Jump the chasm. The Player rolls D100 and succeeds if 60% or less.

However, there are adjustments to the base value which **are all added**. *Here are examples:*

1) A short wizard has no adjustments and so must roll 60% or less.

2) A short Adventurer (+10%) must roll 70% or less.

3) A tall (+10%) Barbarian (+20%) must roll 90% or less.

LOSING CONSCIOUSNESS AND DEATH

Unconscious

When as a hero's Health falls to Zero he immediately falls to the ground, unconscious.

Whilst unconscious:

- he can do nothing
- enemies can attack him (attack and defend dice are rolled as normal) but they will try to attack conscious heroes as a higher priority.
- another hero can heal him with a spell or scroll or by pouring a healing potion into his mouth (this is an action for the pourer and the heroes must be adjacent)
- another hero can pick him up - provided he is light and the carrier is heavy. This action can be done in the middle of moving i.e the other hero can move to the unconscious hero, pick him up and then continue moving the rest of his movement. However, the carrier's Speed stat is reduced by 3 and the carrier can only move each turn (cannot take any actions).

- another hero can drop him (this is not an action)
- another adjacent hero can pick up his holding slot and back-packed items (as single action)
- another adjacent hero can take off a single worn item.

When there are No Active Enemies the unconscious hero:

- revives and becomes conscious again
- still has zero Health and is very weak
- each turn can only move or take an action - not both!

Death

When as a hero's Health falls below Zero he immediately he falls to the ground, dead:

- he cannot be healed with a healing spell, healing scroll or healing potion
- another hero can pick him up - see the previous rules for carrying an unconscious hero
- another hero can drop him (this is not an action)
- another adjacent hero can pick up his holding slot and backpack items (as single action)
- another adjacent hero can take off a single worn item.
- the only hope is that another hero can carry him to safety at the end of the quest and that he can find a priest to resurrect him. However, this is expensive and so only great heroes (that have completed several missions) are likely to afford this.

Opening a Door

When a door is placed into a passage or room it is always closed.

1) If the door is in a passage it opens into a room:

- If less than 5 rooms have been completed then simply pick-up a room card.
- If 5 or more rooms have been completed then each time a new room is opened roll the Quest Room Dice:
Q = Quest room: You have found the quest room! Open the section in the Campaign book that will describe the room.
Blank = Normal Room: pick-up a room card

2) If the door is in a room then roll the Door Dice to see whether it opens into a room or passage:

R = Room: the door opens into to a room.

- If less than 5 rooms have been completed then simply pick-up a room card.
- If 5 or more rooms have been completed then each time a new room is opened roll the Quest Room Dice:
Q = Quest room: You have found the quest room! Open the section in the Campaign book that will describe the room.
Blank = Normal Room: pick-up a room card

P = Passage: the door opens into a passage.

Pick-up a passage card.

Room Cards

There are two types of Room Card:

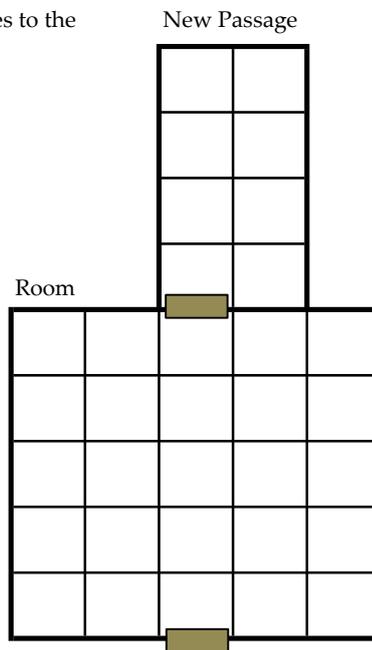
- Empty Rooms: place the correct sized room tile and doors as shown on the card.
- Other Rooms: the cards will ask you to roll D20 and then go to the relevant section of a book to find the details of the room. The book will show the room's size, doors and contents.

Sometimes a door will open into a room where the room's layout then shows a double-door. In this case the players need to put another door on the next to the original one, to represent one large, single double-door. The players decide which side to put the new door piece on (left or right of the original door).

(Although the word 'room' is used it does not necessarily represent a square room with brick walls. For some quests a room could represent a cavern within a cave complex or a clearing within a dense forest or jungle.)

Passages Behind Doors

When a door opens to a passage, place the passage at right angles to the passage or room:



Events

Some passage and room cards will show 'EVENT!'. In this case pick-up an Event card and follow the instructions on it.

Tile Clashes

As the passages and rooms are laid out the dungeon can become complex. Sometimes you may have to move passage doors a little so that the passage or room tiles behind them fit on the table or so that tiles do not overlap. This is fine - just use a little common sense - in some cases tiles may need to overlap - which is also OK, since the rooms and passages are only a *representation* of the dungeon. You may also wish to swap a left turn for a right turn.

However do not:

- move the door locations within a room - they are strategically placed
- swap a T-junction or a dead-end for another tile

LAYING OUT ROOMS

Room and Room Contents

When a door is opened into a new room immediately place the appropriate room tile and room content pieces as shown in the book or card. A Room Content tile can be used instead of an actual Room Content piece. It is important that the doors are placed exactly as shown in the book or card.

Setup: Roll D6 to Determine Enemies

The book will often have a 'setup' section and will ask for a D6 to be rolled. This determines how many enemies there are in the room.

Example Room

The Layout section shows the entry door (with a green arrow) at the bottom and the location of the room contents: *in this example barrels and an open fire.* Place the barrels and open fire pieces (or tiles to represent them) as shown. There is a nother door on the right:

Layout

1				
		2		
G6				O1
G1	G2	G3	G4	G5
				K1

↑

1	Barrels
2	Open Fire

Code	Description
K	Kobold (with dub)
G	Goblin (with club)
O	Orc (with sword)

The Setup ask for a D6 to be rolled. The table below shows 4 potential layouts, depending on the result.

Setup - roll D6											
D6	Layout	Occupants								Contents	
1	1	G1	G2	G3	G4					1	2
2-3	2	G1	G2	G3	G4	G5	G6			1	2
4-5	3	G1	G2	G3	G4	G5	O1	K1		1	2
6	4	G1	G2	G3	G4	G5	G6	O1	K1	1	2

If a 2 is rolled we have Layout 2: the room contains 6 Goblins (G1 to G6).

If a 6 is rolled we have Layout 4: the room contains 6 Goblins (G1 to G6) plus 1 Orc (O1) plus 1 Kobold (K1)

Place the Minis (or Mini tokens) on the the squares shown in the Layout section above.

FINDING COINS

After defeating an enemy, or opening a chest, the heroes may find coins: these are basically tokens that represent money or items of value. Using the previous example, if we had 'Layout 2' in the room and the 6 goblins were defeated, the room text might say "you search the bodies and find coins" and then a table:

Layout	
1	The hero finds 2 coins
2	The hero finds 3 coins
3	The hero finds 4 coins
4	The hero finds 4 coins

The table shows that the hero finds 3 coins (for Layout 2).

A player can then randomly pick out 3 coins from the coin bag and may share them with the other players.

Each coin (token) is worth the value shown on it in gold pieces. Therefore, if a player pulls out 3 coins that are worth '1, 2 & 5' then they are worth 8 gold pieces. The back of each coin will show what the item actually is - a gem, jewellery, money, etc.

At the end of a quest all the coins are returned to the bag, ready for the next game. However, for Campaign Quests the players should write-down how many gold pieces they are worth so that they can buy equipment with them. (Even though the coins represent gems, jewellery, etc they can be treated as gold pieces for the purpose of buying equipment).

COMPLETING A ROOM

Each room will describe what is required to 'complete the room' - *for example the room might say "defeat the giant spider" or "cross the rope bridge to open the chest on the other side"*.

Each time a room is successfully completed, move the Quest Room dice along the Game Mat.

(Any enemy is defeated when it is killed. However, if it is befriended by the heroes, by a spell or trait, then it is also considered defeated).

Some rooms contain word puzzles which require the players to say or spell words, based on letters in the room. Players should try to only use words appropriate to a medieval / fantasy setting. *For example, "eagle, chair, home, the, with, fork and too" are all fine whereas "computer, rugby, petrol, aircraft, american and london" are not. Use your judgement (it's meant to be fun!).*

FINISHING A GAME

There are 3 ways to finish a game:

1) Reach the Quest Room and Successfully Achieve the Quest's Goal. If all the opened rooms have been completed, the game immediately ends. However, the heroes are allowed to return to any rooms they have not completed but they cannot open any new doors or explore new passages after the goal has been achieved. The game ends when the uncompleted rooms are completed, or if the Players decide not to return to any more rooms.

2) All the Heroes Die. This is not the preferred option!

3) The Heroes Retreat. The players can decide to end the game by moving the heroes back to the squares they started in - they basically escape the dungeon/quest (provided any enemies don't catch-up with them!). This is always an option if some of the heroes are badly wounded, unconscious or dead.

SPENDING GOLD PIECES

(Campaign only)

Between Campaign Quests the heroes can go to the locations described in the Campaign book where they can spend their gold pieces on items (weapons, armour, items, etc). Players should take note of any gold pieces they have left over after buying items - these can be used after another quest.

The heroes are unlikely to get enough money from a single quest for each hero to buy a new item. The players might therefore decide to pool their money together, so that certain heroes can get specific items.

The heroes are allowed to buy, sell or simply give items to each another. However, they cannot sell unwanted items to the characters in the campaign booklet. *For example if a hero no longer needs a dagger, he cannot simply sell it to receive 25 gold pieces.*

Item Cards

Here are some typical cards:

Back of Card
The general type of item

Front of Card
Item name

Weapon



Great Sword

Attack Success +10%

120 gp



The largest sword that can be yielded in one hand. It requires strength and training to use.

The hero must be **Tall or Heavy**.
Cannot be used by a **Wizard or Druid**

Armour



(Worn: Body Slot)

Leather Armour (Small)

Defend Success +5%

30 gp



This light armour provides basic protection whilst allowing the hero to remain flexible and nimble. This one has been made to be worn by 'the small races'.

The hero must be **Short**.

MissileWeapon



Crossbow

165 gp
Missile Success +15%



The most accurate bow, that also requires little training.

The hero must be **Tall**.

When held, this sword increases the hero's Attack Success by

The sword costs 120 gold pieces

Descriptive Text

This describes who can use this sword

Small item, so the hero must be short

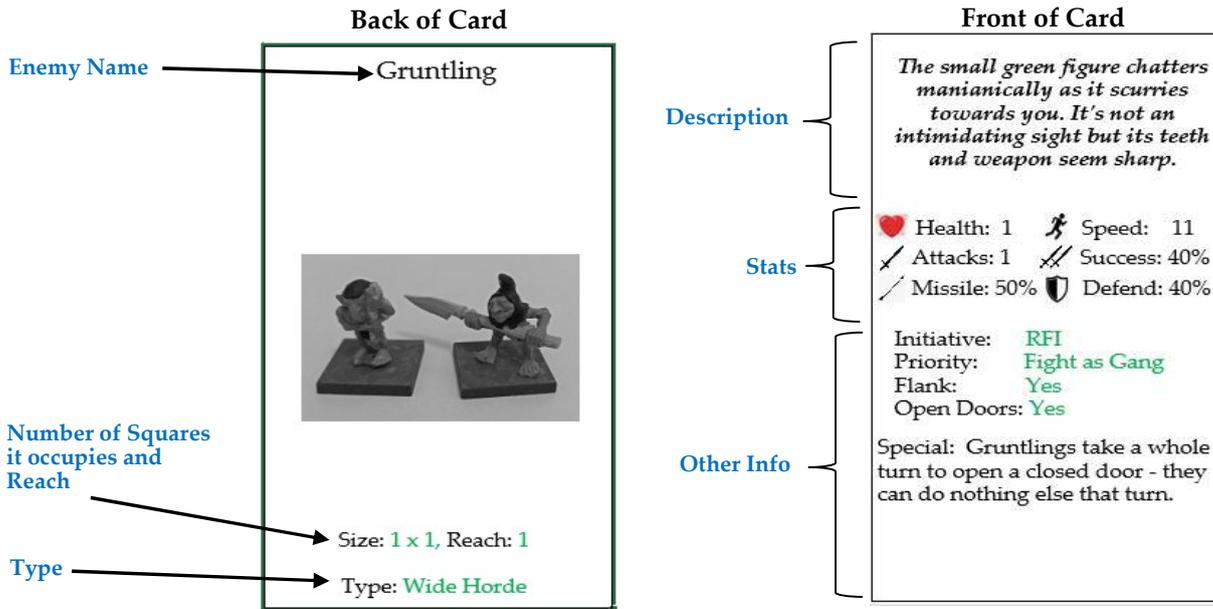
When worn, this armour increases the hero's Defend Success

Two hands are needed to use this crossbow and so the card is put into the Left and Right-Hand Holding Slots on the Console

When worn, this card is put in the Body Slot of the Console

ENEMY CARDS

This section describes an enemy's card.



Back of Card

Enemy Name - this is the specific type of enemy - gruntling, orc, goblin, wolf, etc

Size (Number of Squares) - most enemies occupy 1 Square but some, such as a wolf, are long and occupy 2 x 1. Some enemies are even bigger...

Reach - how many squares away an enemy can reach when fighting. This is normally 1, since most enemies can only reach heroes that are 1 square away (adjacent). However some larger enemies can reach further...

Type - enemies are categorised into groups - Undead, Humanoid, Animal, etc. Some rules (such as spells and traits) can only be used against certain enemy types. Some enemies will show 'Unique' which means that such spells or traits will not affect them.

For example a spell that affects 'Undead' will work against a skeleton that has 'Undead' on its card. However a large, deformed skeleton might show 'Unique' meaning that it is not affected by the spell.

Front of Card

Description - read this aloud when the heroes first meet such an enemy

Stats

The enemy stats are similar to the Heroes' stats and are summarised below.

Health - how many wounds it can withstand. When an Enemy's Health falls to zero it is dead and the mini is removed.

Speed - each turn it can move a number of squares 'up to' this fixed Speed - a D6 is not rolled.

Attacks (Fighting) - how many attacks it has with a hand-weapon each turn.

Only 1 missile attack can be made each turn.

Attack Success (Fighting) - the chance that an attack with a hand weapon will potentially strike and wound the hero.

Missile Success (Shooting) - the chance that a missile will potentially strike and wound the hero.

Defend Success (Fighting & Shooting) - the chance that an attack can be avoided or absorbed without causing a wound to the enemy.

Other Info

Initiative - when a hero opens a door we need to know whether the heroes or enemies go first. The enemy initiative will either say:

- 1) First: the enemy's turn is always before the heroes; or
- 2) Last: the enemy's turn is always after the heroes; or
- 3) RFI: Roll for It - one Player rolls once, for all the heroes, and another Player rolls once for the enemies. The lowest roll goes first.

Priority - this is how the enemy will prioritise its attack (explained later).

Flank - if 'Yes' the enemy will try to move around a hero to fight (explained later)

Open Doors - if 'Yes' the enemy is able and willing to open any doors that the heroes have closed.

Special - this will describe any special rules.

CONTROLLING ENEMIES

One Enemy at A Time

The enemies are controlled one at a time. When a door to a new room is opened imagine there are numbers on the squares, starting at the front-left and increasing to the back-right:

11	12	13	14	15
6	7	8	9	10
1	2	3	4	5

If there is an enemy in square 1 then go through the Combat Phases for that enemy. Then move on to squares 2, 3, 4, etc until all enemies have had their Combat Phases. Most squares will not have enemies - just skip these.

Combat Phases

Each enemy can perform 1 combat phase, trying in this order:

1) Spell Phase - if able to cast a spell it will cast it (or move to cast it)

An enemy with a spell will always cast instead of shoot or fight. It will only fight if unable to get Clear Sight at a hero.

2) Shooting Phase - if unable to cast a spell it will try to shoot (or move to shoot).

An enemy with a missile will always shoot instead of fight. It will only fight if unable to get Clear Sight at a hero.

3) Fighting Phase - if unable to cast or shoot it will try to fight (or move and fight)

Unlike heroes, enemies can switch between a missile and hand-weapon immediately - this is not an action. Therefore an enemy can move, swap weapons and shoot (or fight) in a turn.

MOVING AN ENEMY MINI

Each enemy will have a top priority hero to try to attack (explained later). If it is already in a square that can attack this hero then it will not move: it will simply cast a spell or shoot or fight, depending on the phase. However, if the enemy can't immediately attack its priority hero it will need to move, depending on the phase, to:

- 1) get Clear Sight to cast a spell at a the hero, or
- 2) get Clear Sight to shoot at the hero, or
- 3) get adjacent to the hero to fight.

An enemy can't move through a hero, Room Contents or wall but can move through another enemy.

Moving for Clear Sight

When an enemy needs to move to get Clear Sight (CS) of a hero, it will move as far away as possible before casting or shooting at that hero. Move the enemy mini in the following order to try to get Clear Sight (some judgement may be needed here):

- 1) Backwards (away from the hero). If no CS then...
- 2) Left - if no CS then...
- 3) Right - if no CS then...
- 4) Forwards (towards the hero) - if no CS then...
- 5) it is impossible to get Clear Sight, in which case it will try to fight (explained later).

Remember - an enemy cannot shoot if he is adjacent to an enemy. Therefore do not move an enemy mini into a Square with CS if that Square is adjacent to a hero.

Moving to Fight

When trying to move towards a hero to fight, it will always take the shortest route - the one that takes the fewest squares to be adjacent to the hero. The table and diagram explain this. The target hero is 'H':

1	3A	3A	3A	3A	3A	2A
4	1	3A	3A	3A	2A	4A
4	4	1	3A	2A	4A	4A
4	4	4	H	4A	4A	4A
4	4	2	3	1A	4A	4A
4	2	3	3	3	1A	4A
2	3	3	3	3	3	1A

Normal Movement to Fight

Enemy starting in Square	Will Try to move to Fight in Adjacent Square
1	1
1A	1A
2	2
2A	2A
3	3
3A	3A
4	4
4A	4A

Flanking

Enemy starting in Square	Will Try to move to Fight in Adjacent Square
1	1A
1A	1
2	2A
2A	2
3	3A
3A	3
4	4A
4A	4

If the adjacent square is already occupied (by another enemy, hero or Room Contents) then it will instead try the next square 'clockwise' around the hero, provided it has enough movement to reach it. If this is also occupied it continues clockwise to the next square, and so on. If all these squares are occupied it will try going 'anti-clockwise' from the original adjacent square, trying to find an adjacent square.

It is possible that all adjacent squares are occupied or cannot be reached - in this case it has to try another hero (explained later).

Flanking

Some enemies will try to flank a hero when fighting - they will try to move around him into the furthest, opposite adjacent square.

If the opposite adjacent square is already occupied (by another enemy, hero or Room Contents) then it will instead try the next square 'clockwise' around the hero. If this is also occupied it continues clockwise to the next square, and so on. If all these squares are occupied it will try going 'anti-clockwise' from the original adjacent square, trying to find an adjacent square.

It is possible that all adjacent squares are occupied or cannot be reached - in this case it has to try another hero (explained later).

Moving to Fight Near Doorways

These rules apply to moving enemies to fight near doorways.

Enemies have a survival instinct and so will try to not be surrounded by Heroes. These rules apply:

- 1) an enemy will not step through a doorway to stand and fight on the square on the other side, if it will then be adjacent to 3 or 4 heroes. It will try to move further through so that it is adjacent to just 1 or 2 heroes. If it can't do this it will...
- 2) instead, try to stop at the doorway to immediately fight a hero that is adjacent
- 3) finally, if there is no adjacent hero to fight it will step to the side of the doorway

These rules only apply to doorways - in other situations an enemy might unwittingly move and become surrounded by heroes.

Enemies will always try to attack their top priority Hero but not if it means stopping on the Square marked 'X' in the diagrams below.

Examples - the following examples apply these 3 rules. In these examples the enemy starts in the room on the right.

Examples 1 & 2: it will try to move through the doorway into the Squares shown as '1' or even further. If it doesn't have enough movement to reach these Squares it will stop in Square '2' and fight 'H1' (or H2 depending on priority). It will never stop in Square 'X'. (If Square 2 is occupied by another enemy, it will instead step to the side to Square 3 or 4, or as close to them as possible).

Example 3: it will stop in Square '2' and fight 'H1' (or H2 depending on priority). It will never stop in Square 'X'. (If Square 2 is occupied by another enemy, it will instead step to the side to Square 3 or 4, or as close as possible).

Example 4: it will try to move through the doorway into the Squares shown as '1' or even further. If it doesn't have enough movement to reach these Squares it will stop in Square '2'. If Square 2 is occupied by another enemy it will stop in Square 3. He will never stop in Square 'X' (If Squares 2 and 3 are occupied he will move as close to 2, or 3, as possible).

Example 1				Example 2				Example 3				Example 4			
		Wall				Wall				Wall				Wall	
												1	1		
H	H1	3		H	H1	3		H	H1	3		H	1	2	
H	X	2		H	X	2		X	X	2		H	X	X	
H	1	4		1	H2	4		H	H2	4		H	1	3	
1	1			1	1							H	1		

Example 5: here the enemy will move through the doorway to stop and fight at Square 2 (if this is his Priority) since it will be immediately adjacent to just 2 heroes.

Example 5			
		Wall	
	H		
H	2		
H			
	H		

ENEMY TACTICS

Not all enemies will attack the same way. Some will attack the nearest hero while others might gang-up around heroes that are already fighting. This section describes the tactics for enemy attacks.

Priority - Which Hero to "Try" To Attack?

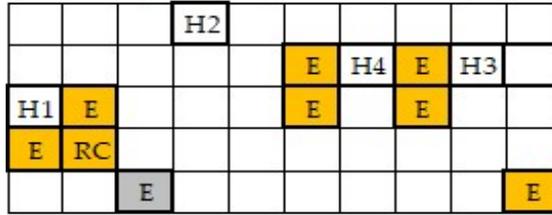
An enemy will try to attack its 'top priority'. However, it might not be able to shoot or fight this hero though, since it might not have Clear Sight, or might be too far away to fight (explained later).

- The enemy will try to attack a hero using the Priority shown on its Enemy Card - the table and diagram explain this:

Diagram

E	The Enemy whose turn it is		
E	Another enemy or Room Contents		
H1	Hero 1	H3	Hero 3
H2	Hero 2	H4	Hero 4

H1 is 4 Squares away
 H2 is 5 Squares away
 H3 is 9 Squares away
 H4 is 7 Squares away



E has to move 4 Squares to be Adjacent to H1
 E has to move just 3 Squares to be Adjacent to H2
 E has to move 8 Squares to be Adjacent to H3
 E has to move 6 Squares to be Adjacent to H4

Priority (on Enemy Card)	The enemy will try to shoot at...	Examples Using the Diagram
Shoot Nearest	the nearest Hero. This is the hero that is nearest, by simply counting the number of squares they are apart, ignoring other enemies or Room Contents.	The Enemy's top priority is H1 since he is just 4 Squares away.
Shoot Furthest	the furthest Hero. This is the hero that is furthest away, by simply counting the number of squares away, ignoring other enemies or Room Contents.	The Enemy's top priority is H3 since he is 9 Squares away.
Shoot as Gang	a Hero that has just been shot-at by the previous enemy. This way several enemies can gang-up to target a single hero.	
Shoot New Hero	a Hero that has not already been shot at this round. If all heroes have been shot-at, use the next priority on the enemy card.	
Shoot Random	a random hero. RFI to decide which hero.	

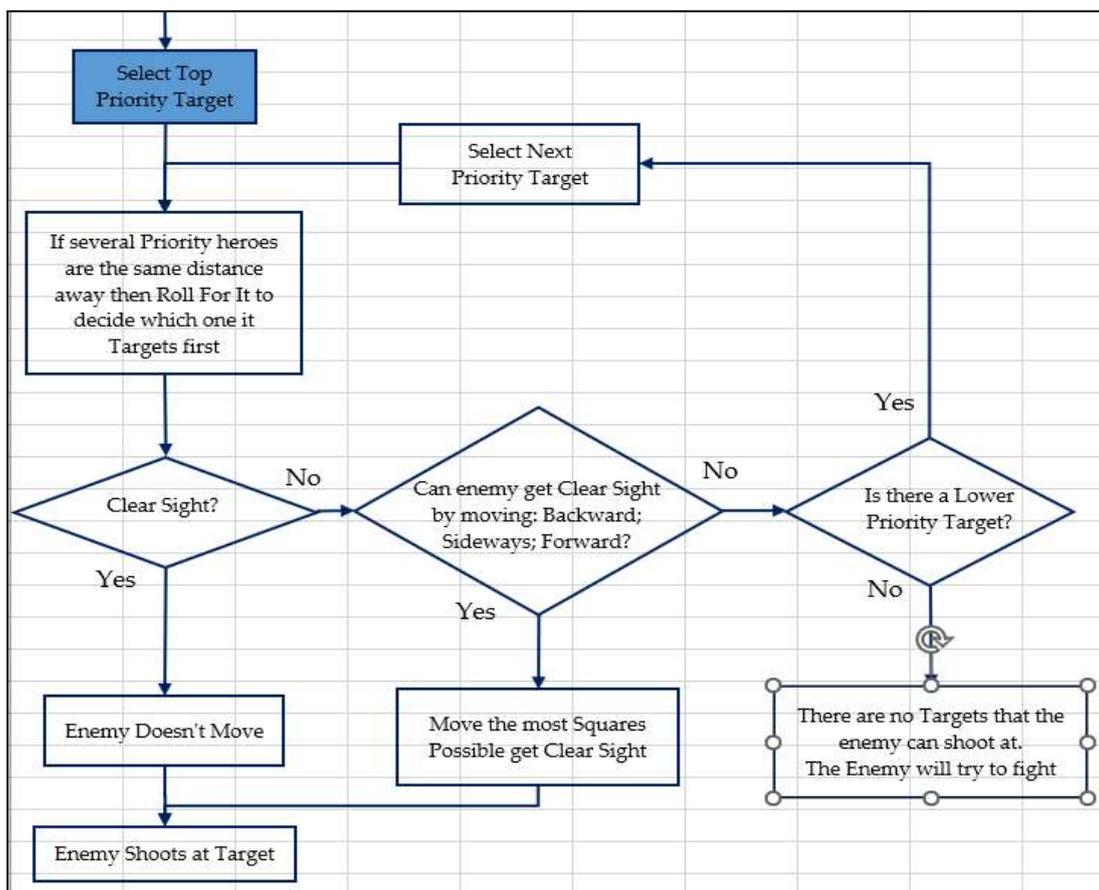
Priority (on Enemy Card)	The enemy will try to fight...	Examples Using the Diagram
Fight Closest	the closest Hero. This is the hero that is easiest to reach, by counting the number of squares to be adjacent.	The Enemy's top priority is H2 since it can move just 3 Squares to be Adjacent.
Fight Furthest	the furthest Hero. This is the hero that is furthest to reach, by counting the number of squares to be adjacent.	The Enemy's top priority is H3 since it has to move 8 Squares to be Adjacent
Fight as Gang	a Hero that is already adjacent to the most enemies. This way the enemies can gang-up on a hero.	The Enemy's top priority is H4 since he is already Adjacent to 4 enemies.
Fight Individual	a Hero that is not currently adjacent to an enemy	The Enemy's top priority is H2.
Fight Random	a random hero. RFI to decide which hero.	

The priorities listed in the table are the common ones. Other, specific priorities could be shown on enemy cards - these will be explained on those cards. *Forexample an enemy's top priority could be to 'Fight a dwarf'.*

- If the 2 (or more) heroes have the same Priority then RFI to see who is the top Priority.
For example, if the Priority is 'Shoot Nearest' but 2 heroes are the same distance from the enemy then RFI to decide which is top priority.
- The card could show several Priorities, separated by a comma. In this case apply the first priority and then the others (in turn) as lower priorities.
For example, if the Priority is 'Fight as Gang, Fight Nearest' the enemy's top priority is to gang-up and so will try to attack the hero with the most adjacent enemies. If 2 or more heroes have the same number of adjacent enemies then the one that is 'Nearest' (the next Priority) will be top priority. If no heroes have adjacent enemies then simply use 'Fight Nearest' as the priority.
- An enemy cannot prioritise a hero that is around a corner or behind a wall though a doorway: it must be able to see the hero for it to be a priority (it doesn't need Clear Sight but it does need to be able to see it, even if through other minis). The exception is if all the heroes are around a corner or behind a wall - an enemy can then follow the heroes, since it will be able to hear them.
- An enemy will prioritise conscious heroes over unconscious ones.
- If the enemy has several attacks then the Priority is applied separately to each attack.
For example, if the Priority is to 'Attack Nearest' but 2 heroes are the same distance away, then the heroes will RFI to decide who is attacked first. The heroes will then RFI again for the second attack, third attack, etc.

Spell and Shooting Phases

The enemy might not be able to cast a spell or shoot at its top priority Hero. In this case use the chart below to decide which Hero it will attack.



Fighting Phase

The enemy might not be able to actually fight its top priority Hero. In this case follow the path below the decide which Hero it will attack.

