

REVISION HISTORY OF RULEBOOK

Rev 1 to 4: these were created in Excel

Rev 5: No revision markings shown – future revisions will be colour highlighted. Updates summarised below:

- This is the first edition in Word format. Added significantly more artwork when transferring to this format.
- Added 'Further Clarifications' section at the back to clarify learnings from recent game-play and to de-clutter the main rulebook.
- Removed the red 'Door Dice' from the game (and Game Mat). This makes the game slicker (and we often forgot to roll it anyway, simply assuming a room the other side!).
- Added new wording to explain the 4 types of room and to put them into 2 groups so that a quest will contain a reasonable mix of Wild Horde and other rooms. (In a recent game no Wild Horde cards were drawn, meaning that just 1 player completed most of the challenges in the Adventure rooms).



BATTLE-AXE



RULEBOOK

INTRODUCTION

Battle-Axe is a fantasy adventure game in which players control heroes. Together, the heroes explore rooms and passages to find the Quest Room which they need to complete to finish the game.

Along the way they may find 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.

During the quest the heroes might find gold coins, treasure and other items. More importantly, by completing several quests, the heroes will become true champions of the Inner Realms!

Players, Heroes and Minis

The game is usually played by 4 players, with each player controlling 1 of the 4 heroes. However, it can be played in other ways:

- a single player can control all 4 heroes, or
- the 4 heroes can be controlled by several players – it doesn't matter how many players.

Each hero has different strengths and weakness - part of the fun is to create a group 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



Human

These have different strengths and weaknesses.

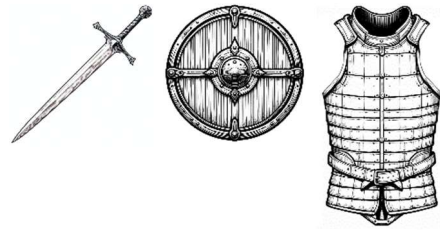
For example, halflings are small and tend to be adept at shooting whereas half-orcs are tall and strong and have a natural flair for fighting..

Each hero will have one of eight roles which reflects their background and training:

Adventurer	Barbarian	Burglar	Druid	Fighter	Paladin	Priest	Wizard

Heroes will start with basic weapons, armour and other equipment based on their role 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 choose. 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 group of heroes can all be 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 a player turns over a Room or Passage Card to see what is behind the door or around the corner. Therefore, the shape of the board randomly develops so that the players never know what is coming next, ensuring that every quest is unique.

Rules

This Rulebook covers the core rules 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:



For example, a player may be asked to "Roll D6" which means roll a six-sided die.

D100 Percentage Dice: this is an exception that refers to a roll between 1% and 100%. There is not an actual 100-sided die. Instead roll D10 (10-sided dice) twice - once for the 'tens', then again for the 'unit'.

For example, rolls of 3 and 2 result in 32%.

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)': simply roll D100 for each 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.



ROUNDS & TURNS

This section summarises the actions the heroes can take on their turn. A later section describes these in more detail.

Rounds

Each 'round':

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



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

For example, in the first round Garth could take his turn, then Borin and then Liandra: the enemies then have their turns to end the round. The next round Borin could go first, then Liandra and then Garth: again, the enemies have their turns to end the round. The players can change the heroes' order to gain a tactical advantage...

Turns

During a hero's turn he 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 hero's turn he can perform 1 of these actions (explained in detail later):

- **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. *For example, crossing a rope bridge has specific rules.*

HERO STATS - SUMMARY

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

- **Health:** how physically resilient he is and how many wounds he can take before falling unconscious or dying.
- **Speed:** how fast he is. Each turn he can move 'up to' his Speed stat + D6.
- **Attacks (Fighting):** how many attacks he can have with a hand-weapon each turn.
- **Attack Success (Fighting):** the chance that a hand-weapon attack will potentially strike and wound an enemy.
- **Missile Success (Shooting):** the chance that a missile will potentially strike and wound an enemy.
- **Defend Success (Fighting & Shooting):** the chance that an attack can either be avoided or that the impact can be absorbed without causing a wound.
- **Luck:** how many times a hero can 'Use My Luck' during a quest to re-roll a dice.
- **Spells:** how many spells the hero can cast of each type during a quest (arcane, holy or nature).
- **Height:** the hero is tall or short, depending on his race.
- **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 or dying.

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

- a) if his Health falls to zero the hero falls unconscious
- b) if his 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.

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.

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.).

3) Attacks (Fighting)

This is how many attacks he can have with a hand-held-weapon, such as a sword or axe, each turn. If a hero is adjacent to several enemies, he can decide which ones to attack.

(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, an 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.

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.

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

- 1) dice associated with the Game Mat (Quest Room Dice or D20 Dice on Room & Event Cards), or
- 2) room layout 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. Height does not affect most Standard Actions but it can affect some Specific Actions.

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

10) Weight

The hero is heavy or light, depending on the race. Weight does not affect most Standard Actions but it can affect some Specific Actions.

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

HERO CONSOLE

The Console tracks a hero's statistics, weapons, armour and other information, with pegs used to track the Hero's statistics (stats).

An example console is shown on the following page - the text below describes the parts of 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 backpack area, would both need to be held with 2 hands.




HERO CONSOLE - EXAMPLE

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**.

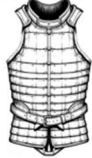
Sword
Attack Success +5%
60 gp



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

	-1	0	1	2	3	4	5	6	7	8	9	10
Health	x	x	x	x	x	x	●	x	●	x	x	x
Speed (+D6)		x	x	x	x	x	x	●	x	x	x	x
Luck		x	x	x	●	x	x					
Attacks		x	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	x
Missile	x	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

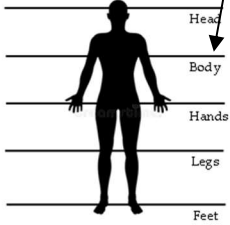
Light



Base Value (Green) ●

Current Value (Red) ●

WEARING



Head

Body

Hands

Legs

Feet

General Info

Name: _____

Race: _____

Role: _____

Gold Pieces: _____

Campaign Codes: _____

Hero Stats

Wearing Slots

General Info

Traits

Part of 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.

Shrieking Whistle

25 gp



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

Anyone can use this item.

Back-Packed

TYPES OF HERO

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 unclear 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 it.

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 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. 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 are 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 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 weaknesses, 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 do not train to use magic.



Barbarian

Barbarians train 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 train in picking locks and in overcoming obstacles that require balance, guile or a little luck!



Druid

Druid's 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 train to wear 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. These spells can heal wounds, cure diseases and remove the effects of poisons. They are also granted the ability to strike down unnatural beings.




Wizard

Wizards study 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																			
																			
<p>Human Traits</p> <p>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.</p> <p>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.</p>	<table border="1"> <tr><td>♥ Health</td><td>7</td></tr> <tr><td>🏃 Speed (D6 +)</td><td>6</td></tr> <tr><td>♣ Luck</td><td>3</td></tr> <tr><td>⚔ Number of Attacks</td><td>2</td></tr> <tr><td>⚔ Attack Success</td><td>55%</td></tr> <tr><td>🚀 Missile Success</td><td>45%</td></tr> <tr><td>🛡 Defend Success</td><td>35%</td></tr> <tr><td>📏 Height</td><td>Tall</td></tr> <tr><td>⚖ Weight</td><td>Heavy</td></tr> </table> <p>Starting Equipment</p> <p>Sword Sling Leather Armour</p> <p>Starting Spells</p> <p>1 Holy spell</p>	♥ Health	7	🏃 Speed (D6 +)	6	♣ Luck	3	⚔ Number of Attacks	2	⚔ Attack Success	55%	🚀 Missile Success	45%	🛡 Defend Success	35%	📏 Height	Tall	⚖ Weight	Heavy
♥ Health	7																		
🏃 Speed (D6 +)	6																		
♣ Luck	3																		
⚔ Number of Attacks	2																		
⚔ Attack Success	55%																		
🚀 Missile Success	45%																		
🛡 Defend Success	35%																		
📏 Height	Tall																		
⚖ Weight	Heavy																		

Before the game begins:








- 1) Insert 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 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 over the role as shown below. Here we have decided to create a human paladin:

		Starting Block: Human							
		Adventurer	Barbarian		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%
				Height	Tall				
				Weight	Heavy				
		<u>Starting Spells</u> None	<u>Starting Spells</u> None	<u>Starting Spells</u> None	<u>Starting Spells</u> None	<u>Starting Spells</u> 1 Holy spell	<u>Starting Spells</u> 4 Holy spells	<u>Starting Spells</u> 4 Arcane spells	
		<u>Starting Equipment</u> Dagger Shortbow Leather Armour	<u>Starting Equipment</u> Sword Sling	<u>Starting Equipment</u> Dagger Shortbow Leather Armour	<u>Starting Equipment</u> Dagger Shortbow	<u>Starting Equipment</u> Sword Shortbow Leather Armour Shield	<u>Starting Equipment</u> Sword Sling Leather Armour	<u>Starting Equipment</u> Dagger Sling	<u>Starting Equipment</u> Dagger Shortbow

1) Insert green pegs into the hero console that match the combined values in the two blocks. These combined values 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 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 Roll. The Speed Roll is his Speed stat plus 1D6. The 1D6 is rolled each turn. When there are 'No Active Enemies' all heroes have a speed of 20.
- 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 through a 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 through 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. Here 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.

E	E	E
E	H	E
E	E	E

H	Hero
E	Adjacen



Doorways

Heroes and enemies can fight through doorways, although the wall prevents some attacks.

H1 can only attack E2

H2 can attack E1, E2 or E3

H3 can only attack E2

Wall		
H1	E1	
H2	E2	
H3	E3	

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.



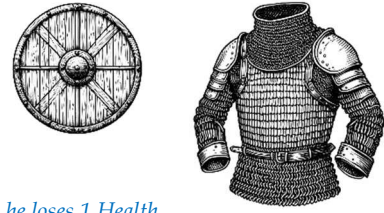
2) Defend

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.

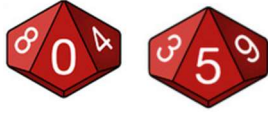
If the defender is successful then he is not wounded. If the defender fails then he is wounded and loses 1 Health.

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 is wounded - he 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:

- the defender cannot defend (miss step 2)
- 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 then he can then attack another adjacent enemy, provided he still has attacks left.

Action: Shoot

Targeting

In order to target an enemy, the shooter:

- must have Clear Sight, and
- must not be Adjacent to any enemy



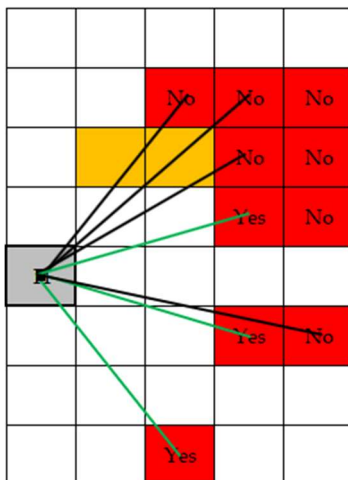
Clear Sight

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

- passing over squares occupied by other minis (heroes or enemies). However, a tall hero can shoot over an adjacent short hero, or
- 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).

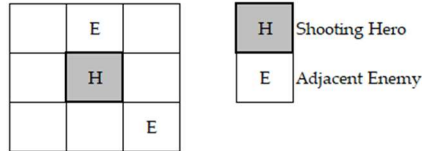
Examples

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:

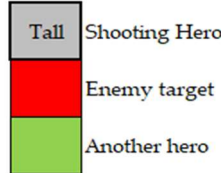
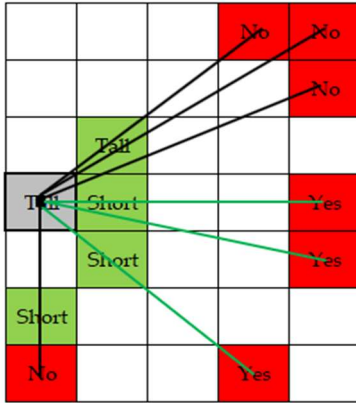




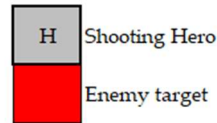
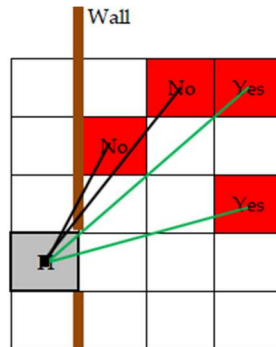
2) **Adjacent Enemy:** a shooter cannot shoot if there is an adjacent enemy (he can't even shoot at another enemy that is further away). Therefore, this hero cannot shoot:



3) **Short Adjacent Hero:** a tall hero can shoot over an adjacent short hero:



4) **Doorways:** the wall provides cover. If the line between the centre of the shooter and target goes through the wall the target cannot be shot:



Shooting

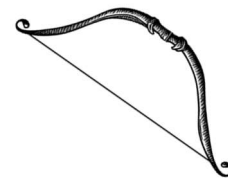
There are two steps:

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 a 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.



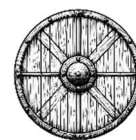
2) Defend

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 then 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 is wounded - he loses 1 Health.





Vital Hit

During step 1, if the shooter rolls 5% or less then 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 to some spells - 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 hero's backpack 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).

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 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 to 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 a single action, but the other hero cannot move that turn)
- another adjacent hero can take off a single worn item from him (as a single action, but the other hero cannot move that turn)



When there are No Active Enemies the unconscious hero:

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

Death

When as a hero's Health falls below Zero, he immediately 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 a single action, but the other hero cannot move that turn)
- another adjacent hero can take off a single worn item from him (as a single action, but the other hero cannot move that turn)



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 in a town to resurrect him. However, this is expensive and so only great heroes (that have completed several quests) are likely to afford this.


STARTING THE GAME & EXPLORING THE DUNGEON

Set-Up the Game Mat

Shuffle and place the Room, Passage and Event cards on the Game Mat and place the Quest and D20 dice as shown:



GAME MAT

Rooms Completed
Move Quest Room Dice along each time a room is completed.


	1	2	3	4	5	→
---	---	---	---	---	---	---

New Room - Quest Room?

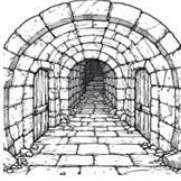
Once 5 rooms have been completed: whenever a new door is opened - Roll Quest Room Dice:
Q = Quest Room found!
Blank = Turn a Room Card as Normal


Room





Passage



Event!






Set-Up the Item Deck Mat

Shuffle and place the Item Decks on the Item Deck Mat.


ITEM DECKS




Weapon




Missile Weapon



Armour



General Item



Start the Quest

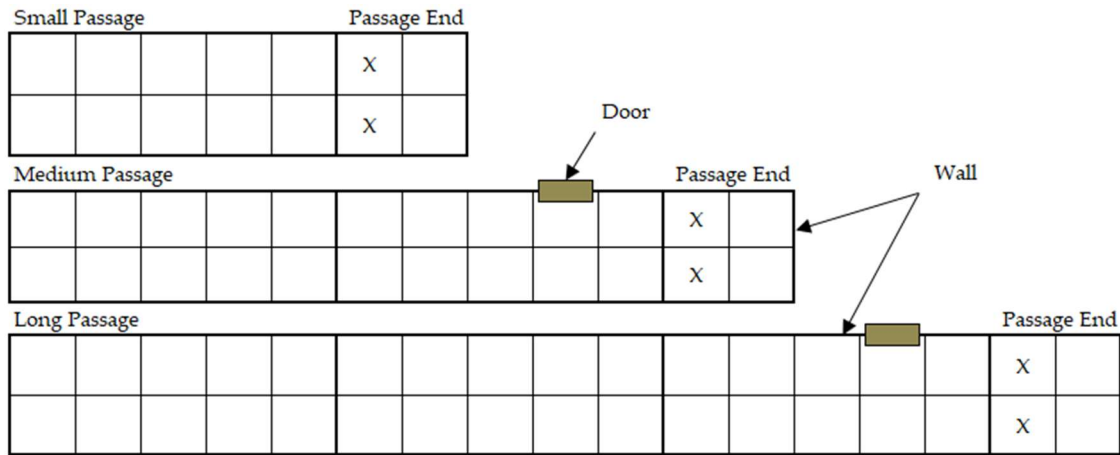
If you want to play a Stand-Alone quest then choose a quest listed on page 2 of the Campaign book and follow the instructions.

If you want to start a Campaign then follow the instructions on page 7 of the Campaign book.

The board always begins with stairs down to the first passage that is short (1 tile) ending at a T-junction. After that the rounds begin and the heroes can move to turn passage corners and to open doors, **whilst striving to find the quest room.**

Passages - Turning a Corner

Passages will be small (1 tile), medium (2 tiles) or long (3 tiles) and will have a passage-end tile that is a T-junction, left turn, right turn or dead-end. If it is a T-junction, left turn, right turn or dead-end then the passage will continue around the corner. When a hero moves to the position shown 'X' below he can see any passages (in both directions): at that point pick-up a passage card (2 for a T-junction) and place the appropriate tiles and doors onto the board. Repeat this every time a new corner is turned.



Opening a Door

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

When a new door is about to be opened:

- if less than 5 rooms have been completed then simply pick-up a room card
- if 5 or more rooms have already been completed then roll the Quest Room Dice:
 - Q = Quest room: you have found the quest room!
Open the section in the Campaign book that describes the room.
 - Blank = pick-up a room card



Room Cards

There are 4 types of Room Card as shown on the back of each card:

Group 1

Empty Room: place the correct sized room tile and doors as shown on the card.

Event!: place the correct sized room tile and doors as shown on the card and draw an Event Card.

Room: the card will ask you to roll D20 and then go to the relevant section of a book (usually the Adventure book) to find the details of the room. The book will show the room's size, doors and contents.

Group 2

Wild Horde: the card will ask you to roll D20 and then go to the relevant section of the book (usually the Wild Horde book) to find the details of the room. The book will show the room's size, doors and contents.

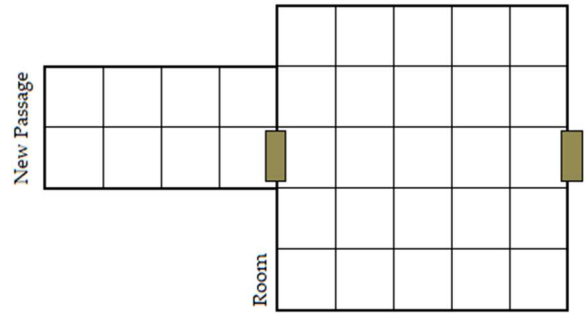
If players draw 2 cards from Group 1 in a row then they must look through the pack to ensure that the next card drawn is a Groups 2. Similarly, if players draw 2 cards from Group 2 in a row then they must look through the pack to ensure that the next card drawn is a Group 1.



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 place another door next to the original one. The players decide which side to put the new door piece on (left or right of the original door).

Passages Behind Doors

When a door opens to a passage, place the passage at right-angles to the passage or room as shown here:



Events

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

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.

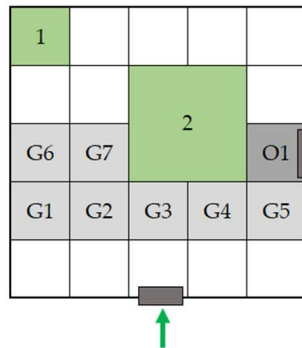
Setup: Roll D6 to Determine Enemies

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 the contents are a barrel and an open fire. Place the barrels and open fire pieces (or tiles to represent them) as shown. There is also another door on the right:

Layout:



1	Barrels (L)
2	Open Fire (L)
G	Goblin
O	Orc



The Setup below asks for a D6 to be rolled. The table below shows 4 potential options for the number of enemies, depending on the result.

Setup - roll D6

D6	Layout	Occupants							
1	1	G1	G2	G3	G4	G5	G6		
2-3	2	G1	G2	G3	G4	G5	G6	G7	
4-5	3	G1	G2	G3	G4	G5	G6	O1	
6	4	G1	G2	G3	G4	G5	G6	G7	O1

If a 1 is rolled we have Layout 1: the room contains 6 Goblins (G1 to G6).

If a 6 is rolled we have Layout 4: the room contains 7 Goblins (G1 to G7) plus 1 Orc (O1)

Place the Minis (or Mini tokens) on 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 coin tokens that represent money or items of value.

Example, the room text could say "The goblins have a total of 3 coins between them." 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 treated as defeated).



FINISHING A GAME

There are 3 ways to finish a game:

1) Reach the Quest Room and Successfully Achieve the Quest's Goal.

When the Quest room is completed and all the opened rooms have also been completed, the game immediately ends. However, after completing the Quest Room, 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.

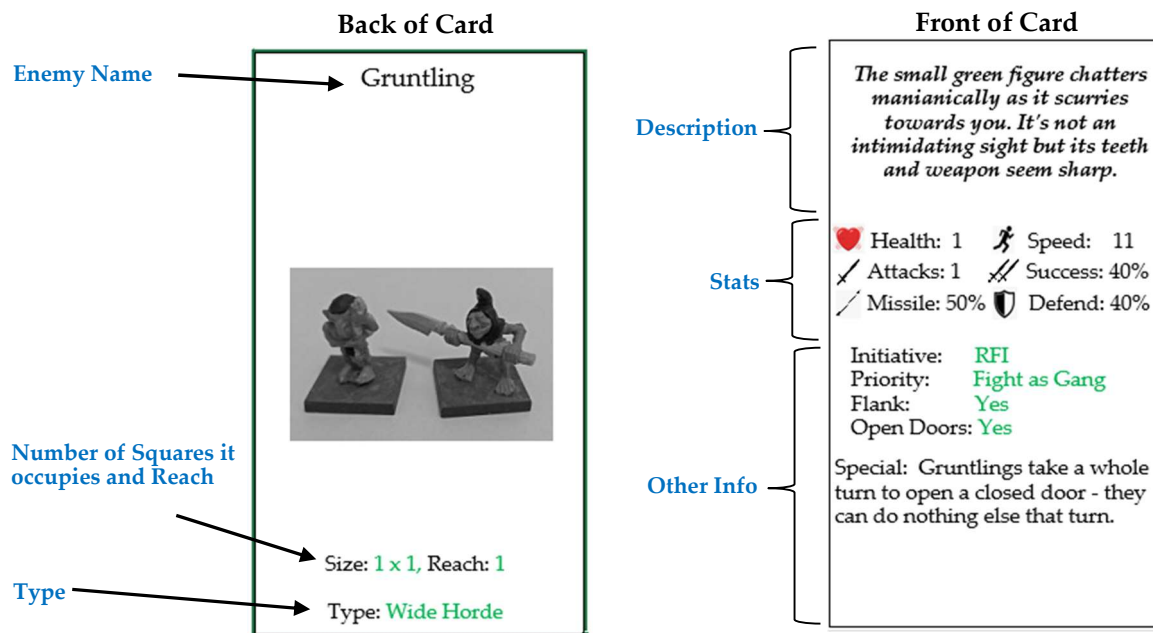
This is not the preferred option!

3) The Heroes Retreat.

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



ENEMY CARDS



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 (1 x 1) 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 it 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.
- **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 a hand-weapon attack will potentially strike and wound a hero.
- **Missile Success (Shooting)** - the chance that a missile attack will potentially strike and wound the hero.
- **Defend Success (Fighting & Shooting)** - the chance that an attack against it 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' 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 has 1 combat phase and in which it can try just one of the following phases, 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

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 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

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 that follow.

Examples - the following examples apply these 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 1 Wall

H	H1	3	
H	X	2	
H	1	4	
1	1		

Example 2 Wall

H	H1	3	
H	X	2	
1	H2	4	
1	1		

Example 3 Wall

H	H1	3	
X	X	2	
H	H2	4	

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. It will never stop in Square 'X' (If Squares 2 and 3 are occupied he will move as close to 2, or 3, as possible). It will also never stop in square 'Y' since it would be vulnerable to being shot by several heroes,

Example 4 Wall

1	1		
H	1	2	
H	X	X	
H	1	3	
H	1		

Example 5 Wall

	H		
H	2		
H			
	H		

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.



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, 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 tables and diagram explain this:

			H2						
				E	H4	E	H3		
H1	E			E		E			
E	RC								
		E							E

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 is 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. *For example, 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.



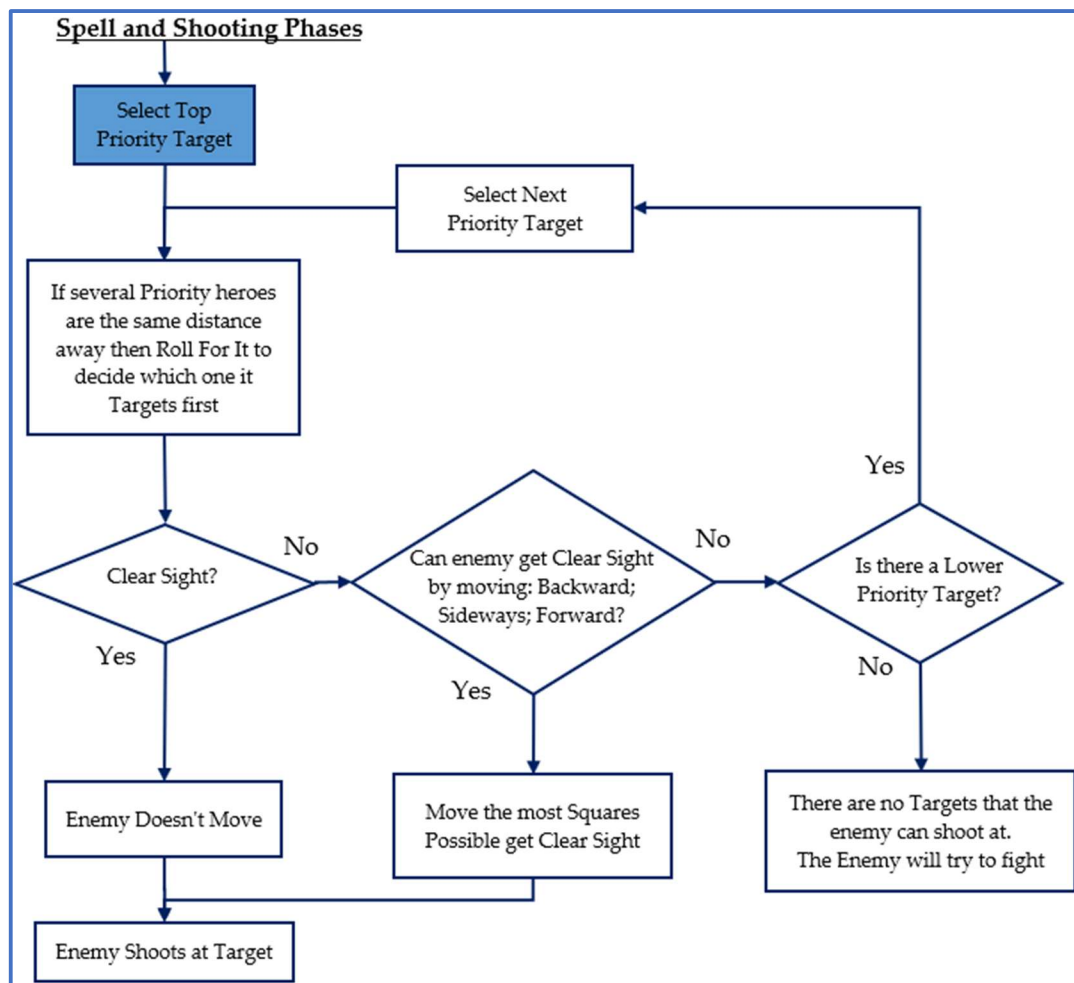
An enemy will prioritise conscious heroes over unconscious ones.

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.

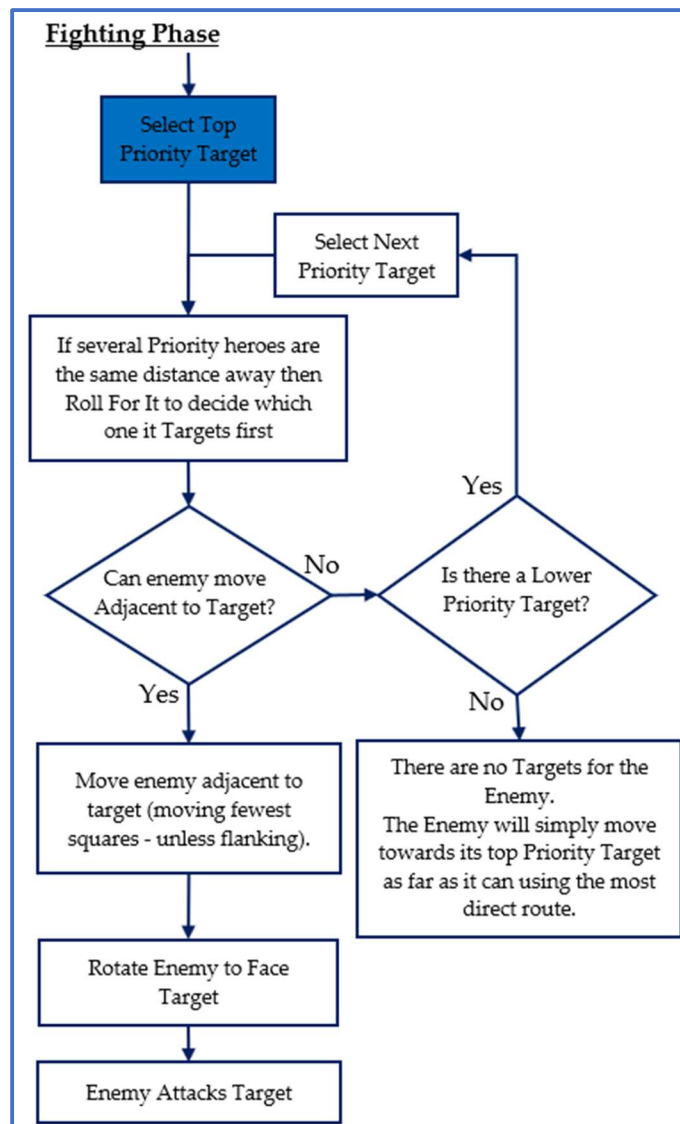
Spell and Shooting Phases

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



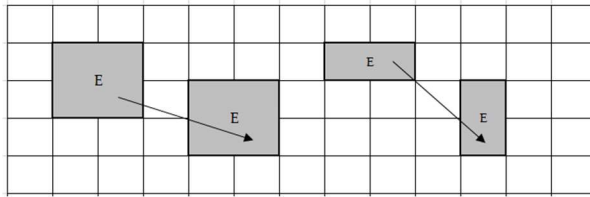
LARGE ENEMIES

A large enemy takes up more than 1 Square, as shown on the 'Size' section of the Enemy card.

Moving

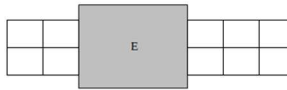
When moving (up to its Speed) count the Squares moved by its front square.

Here the enemies both move 4 Squares:



Moving in Corridors

It can squeeze to move down passages at its normal speed, even though the mini will be wider than the passage tile:



Moving Through Doorways

A single doorway is 1 Square wide, a double doorway is 2 Squares wide.

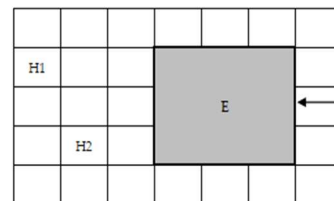
An enemy can move through a door that is one size smaller than its Size.

Enemy Size	Move Through Single Doorway (1 Square)	Move Double Doorway (2 Squares)
2 x 1	Yes	Yes
2 x 2	Yes	Yes
3 x 3	No	Yes
4 x 4 or larger	No	No

Shortest Movement

It will move the shortest distance to fight its Priority Hero.

Here it has a Reach of 3 and starts on the right. It will stop as shown, as soon as it can Reach its Priority, H1. It will not move further to be adjacent to H2, which is not its priority:



Reach

Its Reach is how many squares away it can fight.

Here the enemy has a Reach of 2 and so can fight heroes in these Squares:



H	H	H	H	H	H	E	Enemy
H	H	H	H	H	H	H	Hero
H	H	E		H	H		
H	H			H	H		
H	H	H	H	H	H		
H	H	H	H	H	H		

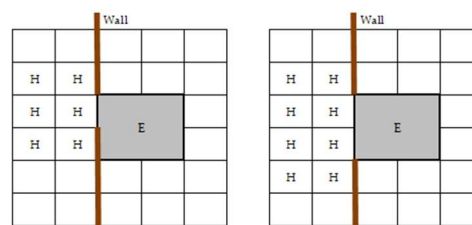
Fight All Directions

As usual, it can fight any adjacent enemy. This includes enemies with a size of '2x1' and a Reach of 1: they can still fight all directions even though the mini is likely to have a mouth at one end and a tail at the other!

H	H	H	H
H	E		H
H	H	H	H

Fighting Through Doorways

It can only fight heroes in these squares even if its Reach is 2 or above - these examples show a single and double doorway:

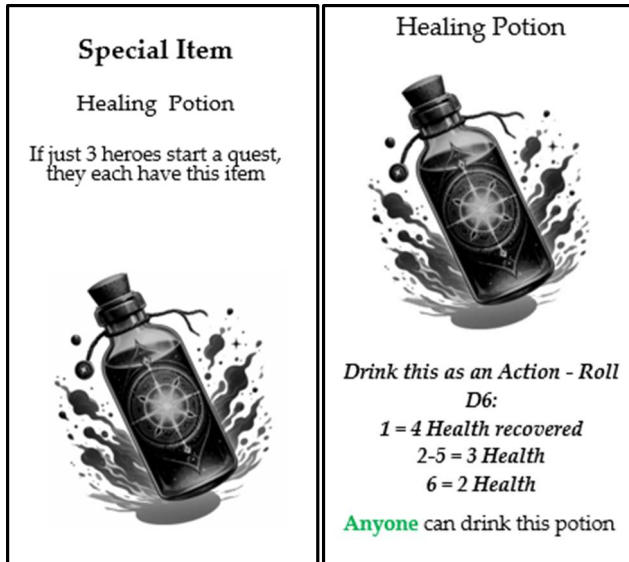


FURTHER CLARIFICATIONS

The main sections of this book cover the main rules but the other books and cards also include specific rules. This section of the book provides further rules and clarifications so that the main rules are as brief as possible.

1) Playing with 3 Heroes

The game can be played with just 3 heroes (or even less!), but the quests will be more difficult to complete. Therefore, each hero starts the quest with this card:



2) Rooms and Passages

Although the word 'room' is used in the rules 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. Similarly the word 'passage' is used but it does not necessarily represent a straight corridor with brick walls. For some quests a passage could represent an uneven tunnel within a cave complex or a path through a forest or jungle with thick vegetation that acts as 'walls'.

3) 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 even 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, never:

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

4) A Dead-End Dungeon

It is possible, but very unlikely, that the dungeon ends up with dead ends and that you have opened every door and walked down every passage - the heroes are stuck! In this case simply place a new door in a passage, wherever you choose, and pretend that you have found this secret door. Draw a passage card and place the passage behind it.

5) What Animals Can Do

If a druid summons an animal, or transforms into one, it can use its claws, beak, hands, etc to pick up items but cannot use them. Any animal, or druid in animal form, cannot open a chest.



6) Stopping a Spell

If a spell has a duration, such as 'it lasts 5 rounds', then the spell-caster can stop the spell after fewer rounds, such as 3 rounds. The caster can only stop the spell at any time, even if it is not his turn - this is not an action.

7) Enemies Chasing Heroes

Enemies will chase heroes, even if the heroes move around corners to become out-of-sight. – enemies can still sense the heroes (sound or smell). However:

- As soon as a hero retreats to the stairs he has 'escaped' the dungeon and enemies will stop chasing him. Instead, they will fight or chase other heroes that are still in the dungeon.
- When a hero is invisible enemies will ignore him. They will fight or chase other heroes that are visible in the dungeon.
- If the heroes are behind a spiked door the enemies will return to the room or passage they started in.
- If the heroes are behind a door they closed (not spiked) but the enemies cannot open doors then they will return to the room or passage they started in.



8) Word Puzzles

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. *Use your judgement (it's meant to be fun!).*

For example, "eagle, chair, home, the, with, fork and too" are all fine whereas "computer, rugby, petrol, aircraft, Poland and London" are not.

