

A TABLETOP ADVENTURE GAME



RANGERS
OF
SHADOW DEEP

RULES UPDATE

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ILLUSTRATED BY BARRETT STANLEY



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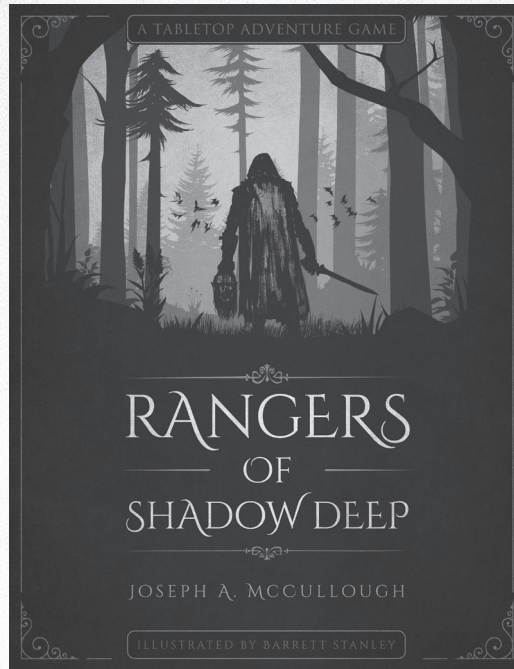
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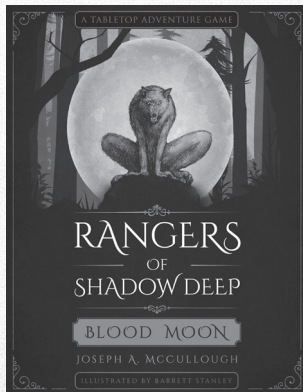
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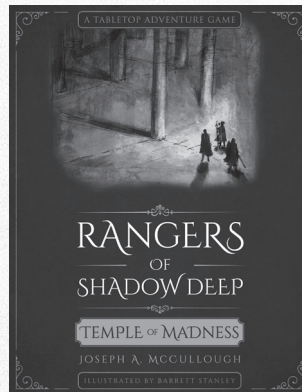
THE
RANGERS OF SHADOW DEEP
COLLECTION



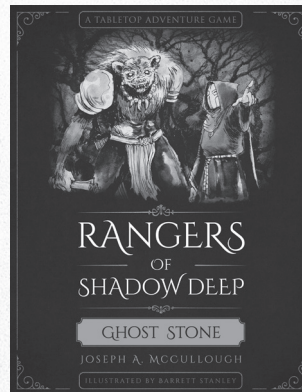
RANGERS OF SHADOW DEEP:
A TABLETOP ADVENTURE GAME



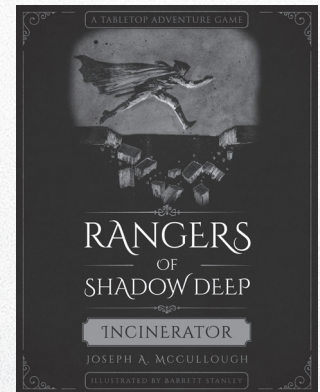
BLOOD MOON



TEMPLE OF MADNESS



GHOST STONE



INCINERATOR



INTRODUCTION

About a year after *Rangers of Shadow Deep* was released, I had the chance to review the entire game in order to prepare the Deluxe Edition, published by Modiphius Entertainment. In so doing, I made a number of changes that my own playtesting had determined could improve the game. Most notably, I did some work on how the game changes based on the number of players. In games featuring only 1 or 2 players, the rangers have been given a bit more freedom in the movement of their companions. For games with 3 or 4 players, I have created a ‘Challenge Level’ for each of the scenarios, which ups the difficulty. I made a few other changes as well, but these are mostly minor. A few of the entries below, are only ‘changes’ in the sense that they have been reworded for clarity.

While I made these changes specifically to include in the Deluxe Edition of the game, it is important to me that players who have already supported the game (and thus supported me), also have access to the changes without having to buy a new book. Therefore, I have created this document which includes all of the changes.

At the end of the day, one of the great things about solo and cooperative wargaming is how easy it is to change the rules. If you are playing solo, you don’t need to discuss it with anyone else, you just do it. In co-op, you just have to ask the question – what’s more fun? There is no need to worry about ‘competitive balance’. So, have a look through the changes below, if you like them, add them to your adventures in the *Shadow Deep*. If you prefer the original rules, well, it’s your game, so keep using those!



HEROIC ABILITIES LIST

CALL TO ACTION

This ability may be used whenever the ranger activates. The ranger may activate one more companion in the Ranger phase than is normally allowed. (So, if the ranger can normally activate 0 companions in the Ranger Phase, he may activate 1 instead).

DISTRACTION

The ranger may use this ability whenever an evil creature is called upon to make either a random move or a move towards the Target Point. The player may instead move this creature anywhere he wishes following the standard rules for movement, provided this move does not cause the creature direct harm or force it to make Swimming Rolls (i.e. no walking off a cliff, or moving into fire or deep water).

SPELL LIST

LURE (THE DISTRACTION SPELL RENAMED TO AVOID CONFUSION WITH THE HEROIC ABILITY)

The target of this spell must make an immediate Will Roll with a Target Number of 16. If it fails, the caster may move the figure up to 5" in any direction. This may not move the figure off the table, or into or through anything that would cause it damage (such as walking it off a cliff or through fire). It cannot be cast on a creature that is currently in combat.



WEAPONS, ARMOUR, AND EQUIPMENT

DAGGER

The first dagger or throwing knife carried by a ranger does not take up an item slot.

THROWING KNIFE

The first throwing knife or dagger carried by a ranger does not take up an item slot.

TWO-HANDED WEAPON

Two-handed weapons carried by rangers take up 2 item slots.

UNARMED

A figure that is unarmed may still fight as normal, but suffers -2 Fight and -2 Damage. This penalty never applies to creatures that have no weapons listed in their notes.

THE RANGER PHASE

If more than one ranger is taking part in the game, the players should work out their initiative order before taking the first turn. Essentially, the ranger with the highest Will Stat will go first, the ranger with the next highest Will Stat will go second, and so on. In the case of ties, players must roll before each game, with the highest roll taking priority for that game.

To begin the turn, the first player should activate his ranger and a specific number of companions. The exact number of companions depends on the number of players, as seen in the table below. Each of those figures activates one at a time in whatever order the player chooses. During an activation, each figure will get to perform a specific number of actions as explained below. When all these figures have activated, the next player should activate his ranger and the allowed number of companions. This continues until all players have gone. The turn then passes to the creature phase.

Note that companions no longer have to be within 3" of the ranger.



COMPANION ACTIVATION TABLE	
Number of Players	Maximum Companions Activated
1	2
2	1
3	0
4	0

GROUP ACTIVATION

A group activation can only be made during the ranger phase. In a group activation, the player may activate the ranger and any companions he would normally be allowed to activate that are within 3". Each figure must then make one move action. After each figure has moved, each figure may take a second action in any order a player chooses. The most common use for group activation is to try to team up to fight a creature.

After the group activation, the ranger may activate any other companions he is allowed to activate during the Ranger phase.

Note that a group activation is no longer required to include all of the figures activating during the Ranger Phase.

CASTING SPELLS

A figure may not cast spells while in combat unless the spells description states otherwise.

If a spell has an ongoing affect, such as increasing a stat, a figure may only benefit from a single casting of that spell at a given time. (This does not apply to Heal spells).



COMPANIONS

Whenever a specific companion is selected for the first time, the player should assign it +3 to any one skill. This **may not** be a skill the companion already possessed, but otherwise can be anything from the skills list. This helps give each companion a bit of individual personality. This rule does not apply to animals, who only have the skills listed.

COMPANION PROGRESSION

Companions can also improve over the course of a campaign but do so at a much slower rate than the rangers, using a much simpler system. Every time a companion reaches the end of a scenario without having been reduced to 0 Health, it gains 2 Progression Points. If it is reduced 0 Health, but survives, it gains 1 Progression Point. Some scenarios may provide additional ways in which Progression Points can be earned. When a companion reaches certain Progression Point thresholds, it is given a bonus, as detailed on the table below. Companions may not earn more than 100 Progression Points.

COMPANION PROGRESSION POINT REWARD TABLE	
Companion's Progression Point Total	Reward
10	+1 Health
20	Choose: +1 Fight or +1 Shoot
30	+4 to one Skill (Maximum of +10)
40	+2 Will
50	Choose one Heroic Ability
60	+1 Health
70	+4 to one Skill (Maximum of +10)
80	+2 Will
100	Choose one Heroic Ability



EVIL CREATURE ACTIONS

Step 2 has been slightly amended.

2. IS THERE A HERO IN LINE OF SIGHT?

YES

If the creature has a missile weapon, it will shoot at the closest hero that is a valid target. It will then use its second action to reload, if it has a crossbow. Otherwise, it will not take a second action. If the creature does not have a missile weapon, or does, but has no legal target, it will move towards the closest hero. If this takes it into combat, it will use its second action to fight. If not, it will use its second action to move closer.

NO

Proceed to Step 3.



(MAGIC) WEAPONS AND ARMOUR

A ranger may use any magic weapon or armour provided he has space to carry it. Each weapon or armour takes up the same number of item slots as a regular weapon or armour of that type. A companion may only use a magic weapon or magic armour if it is of a type that it normally carries. In this case, the magic weapon or magic armour replaces the mundane version normally carried by the companion and takes up one of its two item slots. For example, a savage can use a magic two-handed weapon, taking up one item slot, but could not use magic heavy armour.

Most magic weapons and armours have unique properties that can only be used for a set number of Fight Rolls, which is listed in parentheses after the item. Once all these uses are exhausted, the weapon or armour becomes a mundane version. These uses are charted from game to game and never recharged. Usually, a figure can use a magic item simply by declaring it is doing so; however, this will count as one of the item's uses, whether the figure succeeds with its attack or not.

Note that weapons with the 'Magic' property also have a set number of charges, but unlike other weapon and armour properties, this bonus lasts for the entire scenario, not just to one roll.

For each result of Weapon or Armour on the Treasure Table, roll once on the Weapons and Armour Table below. All these weapons and armour have special properties which are detailed below.



THE MISSIONS

ASSEMBLING AN EVENT DECK

Most scenarios feature an event deck. To assemble the event deck for each scenario, simply take a standard deck of cards and pull out one card that corresponds to each event card listed in the scenario. So, for Mission 1: Scenario 1, your event deck should have 9 cards, a red ace, a red 2, a red 3, etc. After you draw an event card, it should be placed to one side and not returned to the deck. The scenario will state what to do if the event deck is exhausted. Often this signifies the end of the scenario.

CHALLENGE LEVELS

Each scenario contains a 'Challenge Level'. This is included for those players that want to increase the difficulty of a scenario. It is recommended for games featuring 3 or 4 players, or for players who just want their scenarios to be harder and more bloody. It can also be used if players wish to replay the scenarios using more experienced rangers. Otherwise, players should feel free to ignore this section of each scenario.





MISSION I: THE MISSING

SCENARIO 1: THE DESERTED VILLAGE

CHALLENGE LEVEL

During set-up, add an additional two giant rats next to two random buildings. During each event phase, place another giant rat in a random corner of the table, in addition to any results from the event card.

SCENARIO 2: THE INFECTED TREES

Draw one event card during each event phase. This scenario ends after the tenth turn. Use the new Event Card table below.



EVENT CARDS	
Card Number	Event
Red Ace	Place a giant spider adjacent to a random nest tree. If there are no nest trees on the table, place it in the centre point of a random table edge.
Red 2	Place a giant spider adjacent to a random nest tree. If there are no nest trees on the table, place it in the centre point of a random table edge.
Red 3	Roll for a random member of the company. That figure has become entangled in a giant web. At the start of each turn, it must make a Strength Roll (TN12). If it fails, it will not activate in the coming turn. If it succeeds, it activates as normal and does not have to roll again.
Red 4	Roll for a random member of the company. That figure has become entangled in a giant web. At the start of each turn, it must make a Strength Roll (TN12). If it fails, it will not activate in the coming turn. If it succeeds, it activates as normal and does not have to roll again.
Red 5	Place another nest tree on the table, 12" from the centre point of the table in a random direction. Place one giant spider and one treasure token adjacent to it.
Red 6	A bright ray of sunlight shines down through the trees above. Pick any one giant spider and move it 6" in any direction you choose. You may choose a giant spider that is currently in combat.
Red 7	Place a giant spider next to a random cocoon. If there are no cocoons place it in a random table corner.
Red 8	The sun has gone behind cloud and the forest has become exceptionally dark. All shooting attacks are at -1 and have a maximum range of 10" for the rest of the game.
Red 9	Place a zombie in a random table corner.
Red 10	Place a zombie in a random table corner.
Red Jack	Place two giant spiders in a random table corner.

CHALLENGE LEVEL

During set-up, place web cocoons 12" from the one in the centre of the table. Place 8 giant spiders on the table at the start of the game, 4 next to random nest trees, 4 next to random web cocoons.



MISSION 2: THE BEACON TOWER

SCENARIO 1: THE BRIDGE GUARDS

CHALLENGE LEVEL

During set-up, add one ogre in the camp and one ogre on the bridge. These ogres are worth +5XP each if killed.

SCENARIO 2: TOR VARDEN, THE LOWER LEVEL

CHALLENGE LEVEL

Add one gnoll sergeant in each room. Place this sergeant against the wall, opposite the entry door to that room, or as near as is practical.

SCENARIO 3: TOR VARDEN, THE UPPER LEVEL

CHALLENGE LEVEL

Add an additional shadow knight and gnoll fighter adjacent to the wood pile. Both shadow knights will attempt to murder the prisoner and light the fire after turn 5.



MISSION 3: DESCENT INTO DARKNESS

SCENARIO 1: THE BROKEN STAIRS

CHALLENGE LEVEL

During set-up, place 1 additional giant fly on a random fly hole. At the end of each turn, place a giant fly in a random corner of the table, in addition to any results from the event card.

SCENARIO 2: SWAMPLAND

CHALLENGE LEVEL

During set-up, place one swamp zombie in the centre of the table edge opposite the stairway. Place one giant fly in each table corner opposite the stairway.

SCENARIO 3: THE LAST STAND

CHALLENGE LEVEL

During set-up, place 3 gnoll archers in a random table corner in addition to whatever is placed by the event cards.



MISSION: BURNING LIGHT

SCENARIO A: THE GATEHOUSE

CHALLENGE LEVEL

During set-up, place one ghoul in every corner of the main room, instead of the one random one. Whenever a black event card is drawn, place a ghoul in a random corner of the main room in addition to the other instructions on the card.

SCENARIO B – THE RUINED CHAPEL

CHALLENGE LEVEL

During set-up, increase the number of ghoul flingers to 3 and the number of ghoul fiends to 3. Whenever a black event card is drawn, place a ghoul in a random table corner in addition to the other instructions on the card.



SCENARIO C: THE COURTYARD

CHALLENGE LEVEL

During set-up, place a skeletal knight in every corner of the table, instead of just the far two. Increase the number of skeletons around the fountain to 5. Whenever a black event card is drawn, place a skeletal knight in one random table corner in addition to the other instructions given.

SCENARIO D: THE LIBRARY

CHALLENGE LEVEL

During set-up, increase the number of water snakes to 3 and the number of blood bats to 3. Whenever a black event card is drawn, place a blood bat on the desk in addition to the other instructions given.

SCENARIO E: THE HERB STORE

CHALLENGE LEVEL

During set-up, place 1 giant fly in each table corner.



SCENARIO F: THE HOSPITAL

CHALLENGE LEVEL

During set-up, place 3 additional giant spiders on the table on random beds. Whenever a black event card is drawn, place a giant spider in a random table corner in addition to the other instructions given.

SCENARIO G: THE ABBESS' QUARTERS

CHALLENGE LEVEL

During set-up, place two ghouls on the table, each in a random table corner except the one containing the stairs. Whenever a black event card is drawn, place a giant spider on the stairs in addition to the other instructions given.

SCENARIO H: THE DORMITORY

CHALLENGE LEVEL

During set-up, place 2 giant spiders in each corner. Whenever a black event card is drawn, place a giant spider in a random table corner in addition to any other instructions given.



SCENARIO 1: THE FINAL SHOWDOWN

CHALLENGE LEVEL

During set-up, add an additional gnoll fighter and wolf to the two groups that already contain those creatures.