2 Hour

DUNGEON CRAWL

Second Edition

No smoke, no mirrors, just a great game!

"OH GREAT; IT'S ANOTHER DUNGEON CRAWL GAME."

"So where are the cool color cards? How about the deluxe painted minis? Dungeon tiles; are they cardboard or plastic? There aren't any!? What's going on?"

Dungeon Crawls have been around forever. You know; a game where the players go down into a dungeon, in search of Treasure and Monsters. Maybe you used a few figures, and tracked the dungeon using paper and pencil, because back then, *it was all about the game.*

Fast forward 30 or so years, and now there are many Dungeon Crawl games out there. These are often boxes, chock full of miniatures, color cards, and dungeon tiles; great artwork and high quality game pieces. *Simply beautiful, and that can't be denied.*

WHAT ABOUT THE GAME?

Maybe you're happy with the game … but maybe you're not. *But you do have some seriously good looking stuff to play with.* That's where *2 Hour Dungeon Crawl* comes in. *We design games.* As the saying goes; it's not our first rodeo. In fact, our company has over 60 successful games, covering a variety of time periods. *2 Hour Dungeon Crawl* is an easy and fun game that you can play with your cool stuff, or even just with paper and pencil; it's up to you! Inside you'll find:

- Characters from 15 different Races for you to choose from.
- 8 different Professions from Casters to Warriors and everything in between.
- Rules for your characters to grow in skills and abilities, as they succeed.
- 30+ Attributes to make your characters unique.
- A variety of Melee and Missile Weapons, as well as different Armor types, to help you customize your characters.
- Over 30 Spells and Magical Items for your use.
- A system that generates your Dungeon as you play in it; from how big it is, to who is the Big Bad - the Monster in charge.

You can play *2 Hour Dungeon Crawl* solo, or same-side, with everyone working together against the game. You can even play head-to-head against your friends. You can play a one-off game where you dive into the dungeon, and what happens, happens. Or you can choose to keep the same characters and play multiple games that tie into each other. Together they form a campaign; where the results of the last game, affects the results of the next. But however you choose to play; *you do it without a Games Master, because in 2 Hour Dungeon Crawl, everyone plays!*

2 Hour

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THW
ROLEPLAYING

THW
GAME DESIGN

No smoke, no mirrors, just a great game!

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1.0 INTRODUCTION

2 Hour Dungeon Crawl (2HDC) is a complete stand-alone game. You are the Leader of a Band of adventurers exploring an underground dungeon. Your objective is to enter the dungeon, find treasure, or rescue someone, and return safely. Note that killing monsters is *not* part of your objective, but may be necessary.

We've done everything to make the game easy to play yet still challenging. Bookkeeping has been reduced to a minimum, with the goal of getting players playing as quickly, and as often as possible.

You can play a one-off game where you dive into the dungeon, and what happens, happens. Or you can choose to keep the same characters and play multiple games that tie into each other. Together they form a campaign; where the results of the last game, affects the results of the next.

But however you choose to play; *you do it without a Games Master, because in 2 Hour Dungeon Crawl, everyone plays.*

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop boxes* at the end of each section. If you have a question about the rules, just keep reading as the answer will be coming along shortly.

But if you can't find the answer, check out the THW Forum link below for answers to questions and free downloads.

http://site.twohourwargames.com/forum/index.php

With multiple moderators, you can expect a response within 24 hours.

Now let's get started.

2.0 NEEDED TO PLAY

You will need a few things to play *2 Hour Dungeon Crawl.* They are:

- *A FLAT SURFACE -* At least 3' x 3'.
- *SIX-SIDED DICE -* Also called d6. It is best to have at least six of them but the more you have, the quicker games will play.
- *COUNTERS OR FIGURES -* You probably already have painted figures that you can use when playing *2 Hour Dungeon Crawl*. These could be in any scale, metal, plastic, whatever you have. You can choose to use counters as well.

- *MARKERS –* You will need Markers to represent your characters, opposing characters, and PEFs (39.0) when moving on the Dungeon Tiles. We use tokens, but feel free to use whatever you like.
- *PAPER & PENCIL –* Graph paper works best, but this can be any paper you like. This is used to map the dungeon.
- *DUNGEON TILES -* You can track your dungeon on graph paper or use any of the many Dungeon Tiles that are out there. There are a lot of nice "dungeon tiles" on the market. From elaborate resin ones, to paper tiles, that you can buy online, real cheap. We wrote the rules for 2x2 inch tiles, but as long as they are consistent, any tiles should work. Just keep the 2 and 4 character frontages that we'll speak of.
- *BATTLE BOARD -* This is a 4 character by 6 character area where combat will occur. When you are fighting in a room, the board is 4 characters wide. When you are fighting in a corridor, the board is 2 characters wide. This can be represented by paper, resin tiles, or by placing figures next to each other.

As you can see, we're pretty flexible in 2HDC because it's all about the play of the game.

2.1 WHERE'S THE COOL BLING?

There are many dungeon crawl games out there that are heavy on "bling". Some are boxed games with figures, cards, dungeon tiles; all the bells and whistles. Maybe you're happy with them, but maybe you're not.

We do rules. That's what *2HDC* is all about, a set of easy and fun rules that you can use with your cool stuff that won't cost you an arm and a leg.

2.2 DUNGEON TILES & BATTLE BOARD

Whether you use paper and pencil or resin dungeon tiles, we still use the terms Dungeon Tile and Battle Board. Let's define each.

2.2.1 DUNGEON TILES

We call the rooms and corridors of the dungeon, Dungeon Tiles. You will track the movement of your Band, PEFs and your opponents, using Markers that move on these Dungeon Tiles.

2.2.2 BATTLE BOARD

When you come into contact with opposing characters, you will move to the Battle Board. This is where combat takes place.

3.0 DICE

During the game you will be required to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2d6.

3.1 PASSING DICE

To *pass dice* roll a number of d6 and compare each die score individually to the *Target Number.* The *Target Number* can be *Reputation* (10.0) or something entirely different.

- If the score is *equal or lower* than the *Target Number, the* d6 has been *passed.*
- If the score is *higher* than the Target Number, the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner.
- *Isn't passing 0d6 like failing 2d6?* No, because we are counting the number of *passed* dice.

Example - Shooting is done by rolling 2d6 versus the Rep of the character. The Elf has a Rep of 4. I roll 2d6 and score a 5 and 2. The Elf has passed 1d6 as only the 2 is equal or lower than the Rep of 4.

3.2 COUNTING SUCCESSES

Another way to use d6 is to roll them and count *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: A Goblin is in melee and rolls a total of 6d6. He scores a 1, 2, 2, 3, 5, and 6. He has scored 4 successes (a result of 1, 2, or 3).

3.3 POSSIBILITIES

Sometimes there are numbers in parenthesis, like (1 - 2). Immediately roll 1d6. If the number is scored, that possibility has occurred.

Example – I have run into five Goblins - Rep 3 AC 2 – Sword and Shield. There is a chance (1) of the Goblins having a Magical Item (29.3).

I roll 1d6 for each Goblin and score a 1, 3, 1, 4, and 6. Two of the Goblins will have Magical Items that they will use in combat.

3.4 READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this way you add the scores together to get a total.

Example – On the Dungeon Generation Table (38.0) I roll a 3 and a 6 for a total of 9.

3.5 1/2D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- 1 or 2 = 1.
- 3 or 4 = 2.
- 5 or 6 = 3.

Example – Sir Billy Pink finds a Potion (29.1.5) that can be used 1/2d6 times. I roll a 3, which converts to a 2. The Potion can be used twice.

3.6 HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. When a number appears that tells you how many d6 to roll. When a word appears that means roll 1d6 for each point of whatever word.

Example - I go to the Melee Combat Table (24.2). I see the word Rep in the upper left corner. I have a Rep 4 character so roll 4d6. Later I must take a Crisis Test (19.0). I see the number 2 in the upper left corner. I will roll 2d6.

4.0 TABLES

All the tables that you will use during the game have been grouped together. When reading a section it is recommended that you review the table in question.

STOP!

We use a Marker to track the movement of your Band of characters on the Dungeon Tiles while using the Battle Board for the fights.

2 Hour Dungeon Crawl uses six-sided dice called d6. You will be asked to roll them in five different ways.

Passing Dice = Score equal or less than the Target Number and you pass the d6.

Counting Successes = A score of 1, 2, or 3 is a success.

Possibilities = Numbers in parenthesis providing a chance of an occurrence if the result of a 1d6 roll.

Reading and Adding the Dice = Reading each die score individually and in some cases, adding the scores of 2d6 together.

1/2d6 = Used to get a result of 1, 2, or 3, by dividing a 1d6 roll by 2, rounding up .

5.0 DEFINING CHARACTERS

The following things define each character. They are:

- Is it a *Star* or a *Grunt*?
- What is its *Race?*
- What are its *Attributes*?
- What is its *Profession*?
- What is its *Reputation*?
- What *Weapons* does it have?
- What type of *Armor* does it have?
- Does it use a *Shield*?

6.0 STARS AND GRUNTS

There are two types of characters, called *Stars* and *Grunts*.

6.1 STARS

This character represents you, the player. *We suggest your Star begin with a Reputation of 5.*

6.2 GRUNTS

These are the *Non-Player Characters* (NPC) that do not represent a player. These are your friends or your foes. *All* Grunts are controlled by the game mechanics. This allows players to play by themselves *(Solo 33.0)* or cooperatively with their friends *(Same Side 33.0).*

6.3 STAR ADVANTAGES

As a Star in *2 Hour Dungeon Crawl* you have three important advantages. They are:

- Star Power.
- Free Will.
- Charge into Melee Bonus.

6.3.1 STAR POWER

Star Power is the ability to reduce damage. Here's how we do it:

- Stars begin each adventure with Star Power d6 equal to their Rep. So if you're a Rep 5; you get 5 Star Power dice.
- Whenever a Star takes damage of any type it will roll their current number of Star Power dice. Read each d6 as rolled:

- Any result of 1, 2, or 3, reduces the damage by one level.
- Any result of 4, or 5, means the damage stays and the d6 is retained for future use.
- Any result of 6, means the damage stays, and that die is removed from the figure's Star Power for the rest of the adventure.
- Star Power is recovered when the Star exits the dungeon.

Damage is reduced in the following ways:

- An Obviously Dead (20.4) result becomes an Out of the Fight (20.5) result.
- An Out of the Fight result becomes a Duck Back (18.3.1) result if shot.
- An Out of the Fight result becomes a -1 Rep (23.6.1) result if in melee and another round of melee is immediately fought.
- It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by a Troll and goes Obviously Dead.

The player rolls 1d6 per point of the Star's Rep, or 5d6 in this case. The results are 2, 2, 4, 5, and 6.

The two 2s reduce the Obviously Dead to an Out of the Fight, then to a -1 Rep result. The 4 and 5 have no effect, and the 6 means the d6 is discarded and the Star has only 4 Star Power d6 for the remainder of the adventure.

Another round of melee is immediately fought.

6.3.2 FREE WILL

Each time a Star takes a Crisis Test it can *choose which of the three possible results it wants to do without rolling the dice.*

6.3.3 CHARGE INTO MELEE BONUS

The Star will count +1 success when taking the Charge into Melee Test (21.0).

Example – Sir William Pink (Rep 5) must take a Crisis Test (19.0). He is a Star so can choose his result. He chooses to pass 2d6 and Carry On.

Later, he activates and takes the Charge into Melee Test. He rolls a 5d6, scores 2 successes then counts the bonus +1 success for a total of 3 successes.

6.4 GENDER

Players may choose their gender as desired. NPCs are usually male, but you can choose to make them female if desired.

7.0 RACE

The first defining aspect of each character is its Race. In *2HDC* we use fifteen different Races. Players can choose to play any of them. They are:

- Beastman (7.0).
- Demon (Major) (7.0.1).
- Demon (Petty) (7.0.2).
- Dwarf (7.0.3).
- Elf (7.0.4).
- Feral Vampire (7.0.5).
- Ghoul (7.0.6).
- Goblin (7.0.7).
- Human (7.0.8).
- Ogre (7.0.9).
- Orc (7.0.10).
- Ratman (7.0.11).
- Skeleton (7.0.12).
- Troll (7.0.13).
- Zombie (7.0.14).

We've provided Race Lists (7.0) that group all the pertinent stats for each Race into one location. This includes their Attributes (8.0), Profession (9.0), Reputation (10.0), Armor (12.0), and Weapon (11.0).Use the Lists for generating Non-Player Characters by rolling 2d6 and adding the results together.

8.0 ATTRIBUTES

Attributes are demonstrated behaviors that further define the character. Every Race has its own set of Attributes as described on their Race List (7.0).

8.1 CONFLICTING ATTRIBUTES

There will be times when you may choose to make a character that has conflicting Attributes. Here's how we do it:

- Absolute Attributes are those that say "always", "allow" or similar words.
- Modifying Attributes are those that modify a d6 roll.
- All modifiers are applied, which means they could negate each other.

Example – I decide on a Rep 5 Dwarf/Warrior. He starts with 5d6 on the Charge into Melee Test (21.0). He rolls 5d6. Rolling 5d6 he scores a 1, 2, 4, 5, and 6 for 3 successes. The Fanatic Attribute gives him +2 successes for a modified total of 5 successes.

9.0 PROFESSION

Most of the characters in *2HDC* will have a choice of multiple Professions. Each Profession will have one Attribute that is added to the Racial Attributes of the character. In *2HDC* we use the following Professions found on the Race Lists (7.0):

- ***CASTER*** (9.0) – The character is capable of Casting Spells.
- ***HEALER*** (9.0.1) – The character is capable of healing (30.0) other injured characters.
- ***KNIGHT*** (9.0.2) – The character is an accomplished swordsman, adept at melee.
- ***PALADIN*** (9.0.3) – The character puts the welfare of his parry before himself.
- ***SHOOTER*** (9.0.4) – The character is capable of using ranged weapons with great accuracy.
- ***SOLDIER*** (9.0.5) – The character can be counted on to charge into melee when ordered to do so.
- ***THIEF*** (9.0.6) – The character is an expert at finding Secret Rooms and disarming Traps.
- ***WARRIOR*** (9.0.7) – The character lives for hand to hand combat.

9.1 PROFESSION BY RACE

Different Races can have different Professions. Here's how we do it:

- Stars can choose their Professions from the appropriate column on their Race List (7.0).
- Grunts will roll 2d6 and add the resulted.
  - Go down to the appropriate row on the Race List (7.0).
  - If *doubles* were rolled, they can roll again and if scoring a different Profession, will gain that one as well. Grunts cannot have more than two Professions.

9.2 DUAL PROFESSION CHARACTERS

Usually a character will have one Profession, but Stars and some special Grunts could have two or more. The most common combination is Warrior/Thief. Here's how we do it:

- Characters choose their Primary Profession. He uses his current Rep.
- The character can choose a Secondary Profession at any time. When choosing a Secondary Profession he starts with a Rep one lower than his current Rep.

Example – Raven is a Rep 5/4 Warrior/Thief. When rolling on the Charge into Melee Test (21.0) he would count as a Rep 5, roll 5d6 and count +2 successes for his Fanatic Attribute. Later he rolls to disarm a trap and rolls 3d6, but counts as a Rep 4.

10.0 REPUTATION

Reputation or Rep represents a combination of experience, morale, and motivation and is an expression of a character's overall quality. Below are brief descriptions of the Reputation levels used in the game.

- **REPUTATION 7 AND BEYOND –** These Reps are reserved for incredible creatures, demons, and legendary heroes. Is there a maximum Rep? *No, but there is "obviously dead".*
- **REPUTATION 6 –** Characters of great renown whose exploits are spoken in awe.
- **REPUTATION 5** - These are veterans of numerous successful adventures. Your Star starts as a Rep 5.
- **REPUTATION 4** - These are reliable men and women of some experience that make up the bulk of an adventuring party.
- **REPUTATION 3** – These are characters with limited combat experience or desire to fight.

To determine the Rep of a character we use the Race Lists (7.00).

If you get down to Rep 2, you need to cut this character loose. Star or Grunt, it doesn't matter; trust me.

10.0.1BA CHARACTERS

Rep is used quite a bit in *2HDC,* and unlike other THW rules, a score of a "6" is *not* an automatic failure! This means that Rep 6 and higher characters are Bad A$$ and should be confronted with fear. *But take heart, because when you roll a "1" for damage, they are Obviously Dead.*

11.0 WEAPONS

Characters will already be armed. Note that some Races, like Ghouls or Zombies, do not have weapons, but do have an inherent weapon value. The weapon equivalent can be found on their Race List (7.0). Players can choose to arm their Stars as desired from the following weapons.

- *AXE (A)* – Used in Melee or can be thrown by Shooting.
- *BOW (B)* – Used in Shooting.
- *CROSSBOW (CB)* – Used in Shooting.
- *MACE (M)* – Used in Melee.
- *SLING (SL)* – Used in Shooting.
- *SPEAR (SP)* – Used in Melee.
- *SWORD (S)* – Used in Melee.
- *TWO-HANDED AXE (2A)* – Used in Melee.

- *TWO-HANDED SWORD (2S)* – Used in Melee.

The Weapons on the Race Lists (7.0) are suggested. Feel free to use whatever the figure is actually armed with.

12.0 ARMOR

There are three types of Armor that your characters can wear. Note that some Races do not wear armor, but have an inherent armor value. The armor equivalent can be found on the Race Lists (7.0). Players can choose any armor they want.

AC 6 = Armored – Plate or similar.

AC 4 = Protected – Chainmail or similar.

AC 2 = Unarmored – Leather or less.

The Armor on the Race Lists is suggested. Feel free to use whatever the figure is actually wearing.

12.1 SHIELDS

Players can choose to use a shield, but when doing so cannot use any weapons requiring two hands to use.

12.1.1 SHIELDS IN MELEE

Shields allow the user to count a +1d6 bonus on the Melee Combat Table (24.2).

12.1.2 SHIELDS AND SHOOTING

Shields make it harder for the user to be hit.

STOP!

Characters are divided into Stars and Grunts. What are Star Advantages?

The higher the Reputation, the better the character will perform.

Attributes are assigned to all characters by their Race and Profession.

There are three missile weapons. What are they? Which weapon can be used for shooting and for melee?

There are three types of Armor, from the best (AC 6) to the worst (AC 2).

How do Shields work?

13.0 FORMING YOUR BAND

In *2 Hour Dungeon Crawl,* the game revolves around you, and the other characters that make up your *Band or personal group.* These can be other players or Grunts, run by the game mechanics. Let's define your Band.

- You are the Leader. When your Band is split into two or more groups, the highest Rep Grunt will be the Leader of that group. But when you're all together; you are the Leader!
- All have non-Leader members called Grunts. *If you choose to adventure with other players (Stars) the Band can still only have one Leader.*

13.1 CHOOSING YOUR BAND

The number of characters in your group, including yourself, can never exceed your Rep. If your Rep goes up you can add Grunts, if it goes down, you must subtract Grunts. Here's how you choose your band:

- If you are a Human, Elf, or Dwarf, you can recruit Humans, Elves, or Dwarves.
- If you are any of the other Races go to the Minions Table (39.8).
- Go down the left-hand column to your appropriate row.
- Roll 1d6 and go across to the appropriate column to see who you can recruit.
- Do this until you have recruited your Band.
- You cannot recruit a Grunt with a Rep equal or higher than yours. When a Grunt increases its Rep to equal yours, he automatically leaves your Band!

13.2 BUT WHO ARE THEY?

Once you know the Race of each recruit go to the Race Lists (7.0) for specifics.

14.0 LEADERS

Bands revolve around their Leaders. The character with the highest Rep in the group is the Leader. At various times, the Leader could be a Star or Grunt. The Leader of the group will change if the current Leader leaves the group, goes Out of the Fight, or Obviously Dead. After combat is completed, Out of the Fight and Obviously Dead Leaders will be replaced.

Example – Sir William Pink has the highest Rep in a small group of Soldiers so is the Leader. He decides to move off by himself to scout ahead. This effectively splits the group into two. The other group consists of three Soldiers, one Rep 4, and two Rep 3s. The Rep 4 is now the Leader of that group.

14.1 LEADER ABILITIES

Leaders have the following special abilities:

- The Leader's Rep is used to determine when a group can move during the turn.
- The Leader takes the Charge into Melee Test (21.0) for the group.
- As long as the Leader of the group is not Out of the Fight or Obviously Dead, the group rolls 3d6 when taking a Crisis Test (19.0).

STOP!

You recruit Grunts by using the Minions Table (39.8). The number of characters in your Band can never be more than your Rep, including yourself.

The highest Rep in each group is always the Leader of that group.

How does a fit Leader affect taking the Crisis Test?

15.0 TURN SEQUENCE

In *2 Hour Dungeon Crawl* each side alternates turns with the exploring side going first. Although games can last an unlimited number of turns, each turn follows a strict sequence.

- At the start of his turn, the exploring player rolls 2d6. If the die scores are the same (*doubles*) he has generated a PEF (39.1).
- If the die scores are not *doubles*, ignore the results, and the exploring side can now move.
- If he has more than one group, the group with the highest Rep Leader (14.0) moves first. Continue on by Rep until all the groups have moved.
- After the first group has finished its turn; moving, resolved combat, and searching for Secret Rooms, the next group can move.
- After all groups have completed their turn, it is the other sides turn. They do not roll 2d6 for PEFs but otherwise follow the same turn sequence.

16.0 ACTIVATION

When it is a side's turn, it is said to be Active. Active sides can do the following:

- Move none, some, or all of its groups.
- Have combat by entering the Battle Board (21.1).
- Search for Secret Rooms and loot bodies.

17.0 GROUPS

A *group* is any number of characters that will operate together over the course of a turn. *The smallest group is 1 character. There is not a maximum.*

At the start of the game the player must deploy its characters into one or more groups. Characters that start the turn in the same *group* will activate at the same time.

17.1 MARCH ORDER AND RANKS

We track the movement of groups with a Marker on the Dungeon Tiles. But when they come into contact with opposing characters the action is taken to the Battle Board. Here's how we do it:

- Characters in a Corridor are placed up to 2 wide with additional characters in ranks of 2 behind the first.
- Characters in a Room are placed up to 4 wide, with additional characters in ranks of up to 4 behind the first.
- Keep in mind that only characters with a clear LOS (23.2) to the enemy can fire, cast spells, or melee

17.2 GROUP REP

Characters in a group can have different Reps.

17.3 GROUP COHESION

Groups will activate based on the Rep of their Leader, the character in front of the group. Only characters on the same Dungeon Tile are in the same group.

17.3.1 SPLITTING UP GROUPS

For activation purposes, groups are defined at the *start* of the turn. You may combine groups during the turn to form a single group. These groups can now move, shoot, etc. at the same time with the restriction that no character may exceed their available movement distance for the turn.

Example – Sir Billy Pink is a Rep 5 Star and activates first. He moves 1 Dungeon Tile and joins another group of three Soldiers. He decides to Fast Move and leads the group into the next Dungeon Tile.

But groups are not permanent. You can form up or break apart your groups at any time during the turn when you are active or when forced to by a Crisis Test (19.0).

18.0 MOVEMENT

In this section we explain the rules for moving your characters. Note that when on the Dungeon Tiles we use a Marker (2.0) and not the actual characters.

18.1 NORMAL MOVEMENT

Characters can normally move one Dungeon Tile.

18.2 FAST MOVEMENT

If desired, a group can attempt to *Fast Move*. Here's how we do it:

- Declare the intent of the characters in the group that want to Fast Move. This can be one, any or all.
- Roll one set of 2d6 and apply the results to each character separately.
- Compare each die score individually to the Rep of those characters wishing to Fast Move.
- If both d6 are passed, the character can move one additional Dungeon Tile.
- Characters can choose not to Fast Move to remain with the group.

Example – A group of three characters want to Fast Move. Here's how the group will move.

I roll 2d6 for the whole group and score a 3 and a 5. The Rep 5 Leader passes 2d6 and may move up to two Dungeon Tiles.

The Rep 4 Grunt passes 1d6 and may move up to one Dungeon Tile.

The Rep 3 Grunt passes 0d6 and may move up to one Dungeon Tile.

18.3 INVOLUNTARY MOVEMENT

Sometimes a character may be forced into Involuntary Movement or actions by the results of a Crisis Test. Let's cover each one in detail.

18.3.1 DUCK BACK

Move one square on the Battle Board directly away from the cause of the Duck Back.

- If in melee and no square is available to move into, remain in melee and count a -1d6 in the next round.
- If not in melee and no square is available to move into, the character Flees instead.

18.3.2 FLEE

Character has quit the fight and leaves the Battle Board. Stars and Grunts will take a Fast Move Test (18.2) and move that many Dungeon Tiles away from the enemy, with a Star having the option to move fewer tiles. This can result in the group ending up on separate Dungeon Tiles as they must move the maximum!

If the exit is blocked by enemy they will Duck Back instead, away from all threats. They will attempt to Flee whenever active.

If they enter a Dungeon Tile occupied by the enemy, the character must immediately take the Charge into Melee Test (21.0) at a -2d6 penalty.

18.4 THE BATTLE BOARD

Characters on the Battle Board can move up to 6 squares in any direction, even diagonally. They must stop their movement when they move adjacent to an opponent (contact). However, they can move into or through a square occupied by a wounded friend.

STOP!

What happens if the player rolls 2d6 and scores "doubles" at the start of his turn?

Corridors are 2 characters wide while rooms are 4 characters wide.

Characters must start on the same Dungeon Tile to be in the same group.

Normal movement is 1 Dungeon Tile.

Take a Fast Move Test. If you are a Rep 4 character and rolled a 3 and a 6, how many Dungeon Tiles can you move?

19.0 CRISIS TEST

A Crisis Test (19.0) is used to see how a Grunt behaves when seeing a negative event. Remember that Stars can choose how many d6 to pass when taking the Crisis Test. Here's when a Crisis Test is triggered:

- When one or more members of the group on the Battle Board go Out of the Fight or Obviously Dead. Regardless of how many group members cause the test, only one test is taken. This is called testing for Man Down.
- When a character is fired at and missed. This is called Received Fire.

19.1 TAKING THE TEST

The Crisis Test is taken by the whole group at the same time, after all melees are completed. Here's how we do it:

- Roll one set of 2d6 for the testing group, and read each result individually.
- Apply the results to the Rep of each character in the group, individually.
- Determine how many d6 are passed for each character.
- Consult the Crisis Test (19.0).
- Go across to the appropriate column for the Profession of the character.
- Go across to the appropriate column for the number of d6 passed.
- If forced to take the Received Fire and the Man Down Tests, apply both tests and take the worse result.
- Immediately carry out the results.

20.0 STATUS

The Crisis Tests can change the status of a character and force it to act in a certain way. Here we will explain the terms found on the Crisis Tests.

20.1 CARRY ON

The character is in good order and can act and react as desired. A character is considered to be *carrying on* if it is *not* doing any of the following.

- Duck Back.
- Flee.
- Obviously Dead.
- Out of the Fight.

20.2 DUCK BACK

Move one square on the Battle Board directly away from the cause of the Duck Back.

- If in melee and no square is available to move into, remain in melee and count a -1d6 in the next round.
- If not in melee and no square is available to move into, the character Flees instead.

20.3 FLEE

Character has quit the fight and leaves the Battle Board. Stars and Grunts will take a Fast Move Test (18.2) and move that many Dungeon Tiles away from the enemy. This can result in the group ending up on separate Dungeon Tiles as they must move the maximum!

If the exit is blocked by enemy they will Duck Back instead, away from all threats. They will attempt to Flee whenever active.

If they enter a Dungeon Tile occupied by the enemy, the character must immediately take the Charge into Melee Test (21.0) at a -2d6 penalty.

20.4 OBVIOUSLY DEAD

The character has taken damage that is so severe it is obvious that the character is dead.

20.5 OUT OF THE FIGHT

The character has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired.

But he could he Healed (30.0).

STOP!

Take out two opposing characters, one Warrior and one Soldier, and place them at opposite ends of the Battle Board. Both are Rep 4. What's missing? You need to choose their Race as well.

Take a Crisis Test. If you rolled a 3 and 5 what happened? Do one for both characters and see how they differ.

What is Duck Back? Flee?

Remember that if you do these simple exercises you will learn the rules faster and spend less time consulting the book.

21.0 CHARGE INTO MELEE

The Charge into Melee Test (21.0) is taken by the characters when entering the Battle Board (21.1).

It's called the Charge into Melee Test but it is used by all characters to see if they charge into melee, fire a missile weapon, or cast a spell.

21.1 PLACING CHARACTERS

When opposing groups meet on a Dungeon Tile the fight goes to the Battle Board. Here's how we do it:

- The side already in the Dungeon Tile, places their characters on the Battle Board first.
- Characters in a corridor are placed up to 2 wide with additional characters in ranks of 2 behind the first.
- Characters in a Room are placed up to 4 wide, with additional characters in ranks of up to 4 behind the first.
- The *front rank* of characters is always placed on the second row of squares from their short edge of the Battle Board.
- Characters can be placed behind them in the *back row*. If you need more ranks, they are considered to be outside and can enter when active.
- The Leader and highest Rep characters are always in the front row.
- The side entering the tile places their characters on the Battle Board, in the same manner as previously outlined.

21.2 WHEN THE TEST IS TAKEN

The Charge into Melee Test is taken only once. Here's how we do it:

- When one side Activates and enters into a Dungeon Tile occupied by opponents. This can be a corridor (2 characters wide) or a room (4 characters wide).

21.3 TAKING THE TEST

Here's how the Charge into Melee Test is taken:

- *Only the Leader of each group takes the test.*
- Consult the Charge into Melee Test (21.0).
- Start with 1d6 per each point of Leader Rep.
- Modify the number of d6 rolled or number of successes scored by the Leader by any applicable modifier.
- Each Leader rolls the modified number of d6 looking for successes (score of 1, 2, or 3).
- Determine how many successes are scored, being sure to add any auto-successes.
- The Leader that scores more successes wins. His side now acts in the following order:
  - Shooters fire.
  - Casters cast spells.
  - Others charge into melee.

21.4 AFTER THE TEST

As mentioned previously, the Charge into Melee Test is only taken once. What happens after the test? Here's how we do it:

- After the side that won the Charge into Melee Test has fired, cast spells, and all melees it caused are finished, both sides take any necessary Crisis and Tests.
- After all tests are taken, the other side acts:
  - Shooters fire.
  - Casters cast spells.
  - Others charge into melee
- After this side has fired, cast spells, and all melees it caused are finished, both sides take any necessary Crisis Tests.
- The turn now alternates between sides until the fight is over. As previously mentioned, the Charge into Melee Test is only taken that one time.

22.0 COMBAT

All combat between opponents occur on the Battle Board. This may represent a 4 by 6 character room or a 2 by 6 character corridor. But it doesn't matter. Combat is always on the Battle Board.

22.1 REAR ATTACKS

All attacks come from the front, regardless of the actual position of the figures on the Battle Board.

22.2 TYPES OF COMBAT

There are three ways to have combat. They are:

- ***MELEE*** – Where the characters are in contact.
- ***SHOOTING*** – Where damage is inflicted from afar. The characters cannot be in contact.
- ***MAGICAL*** – Where spells are cast that can cause damage or distraction to the enemy. Magic combat can influence melee or act as shooting.

Combat, whether melee, casting, or shooting, begins by using the Charge into Melee Test (21.0).

22.3 WHO ATTACKS WHO?

Characters are placed on the Battle Board across from each other as previously stated (21.1).

22.3.1 TARGETING IN MELEE

A character cannot be targeted for melee by more than one attacker until all eligible targets in its group have been targeted at least once. For a character to be targeted three times all of the characters in its group must have been targeted at least twice. And so on, and so on…

22.3.2 TARGETING WHEN SHOOTING

Shooters will always fire at the closest target. If there are two or more targets to choose from they will target the one with the least Armor.

23.0 SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in *2 Hour Dungeon Crawl*.

23.1 MISSILE WEAPONS

Each missile weapon is classified by type and in some cases weapons have been lumped into broader categories. If you do not see your weapon listed simply use the one that is closest to it. Here's a brief description of the missile weapons that are available for use.

Axe, throwing – An axe that can be thrown or used in melee. If thrown, it must be retrieved. This is done after the fight has ended and the axe thrower is on the winning side. The axe has an Impact of 3, and is thrown with one hand.

Bow – May be fired every turn. The bow has an Impact of 2, and is fired with two hands.

Crossbow – May be fired every turn. The crossbow has an Impact of 3, and is fired with two hands.

Firearm – Can be fired only once per fight. The firearm has an Impact of 4, and is fired with two hands.

Sling – Shooters armed with a sling will always have a shield, even if not present on their list. Slings have an Impact of 3 and are fired with one hand.

23.2 LINE OF SIGHT - LOS

To attack something you must first be able to see it. Here's how we do it:

- A straight line from the character to the target is called a Line of Sight or LOS.
- You must have a clear LOS to fire, cast spells, or enter melee. Intervening figures block a LOS.
- Characters can only see things to the front and side 5 squares. They cannot see things in the 3 squares behind them.
- Line of Sight extends within the Battle Board and not from one Dungeon Tile to another.

23.3 FIRING A MISSILE WEAPON

Firing a missile weapon in *2 Hour Dungeon Crawl* is relatively easy. Here's how we do it:

- The shooter nominates a target that it has a LOS to.
- The shooter rolls 2d6 versus its Rep.
- Determine how many d6 are passed.
- Go down the left-hand column of the Shooting Table (23.3) to the number of d6 passed.
- Go across to the next column and immediately carry out the result.
- A hit or miss will occur based on the circumstance, if any.

Example – An Elf Warrior activates and fires his Bow at a Soldier. The Elf, Rep 5, rolls 2d6 versus his Rep and scores a 5 and 3. Passing 2d6 on the Shooting Table means he has scored a hit.

23.4 NON-SHOOTERS FIRING

Non-Shooters can use Missile Weapons. Here's how we do it:

- They must pass 2d6 to score a hit.

23.5 DETERMINING DAMAGE

Each time a character is hit, the shooter must roll on the Shooting Damage Table (23.5). Here's how we do it:

- Consult the Shooting Damage Table (23.5).
- Start with the Impact of the weapon.
- Modify the Impact by the AC of the target. *If the Impact is reduced to "0", the target automatically Ducks Back.*
- Roll 1d6, read the result as rolled.
- Go down the left-hand column to the row that best matches the modified score.

- Go across to the next column and immediately carry out the result.

Example – The Elf has hit the Soldier with his bow and will now roll for damage. The Soldier has AC 4 armor so the Impact is not modified. The Elf rolls 1d6 and scores a 4 (higher than the Impact of 2), so the Soldier Ducks Back.

23.6 TYPES OF DAMAGE

There are three types of damage in *2 Hour Dungeon Crawl*. They can be caused from shooting, melee, or magic. They are, in order of severity from least to most:

23.6.1 -1 REP

Character has lost a round of melee and has its Rep reduced by 1 point and another round of melee is immediately fought. Rep reduction is cumulative until the melee is finished. Once the melee is completed, any -1 Rep losses are removed.

23.6.2 OUT OF THE FIGHT

The character has taken a potentially fatal wound and cannot continue the battle. He cannot move on his own and must be retrieved by others. Out of the Fight characters can be Healed (30.0) during the battle or take the After the Fight Recovery Test (27.0), once there are no more enemies on the Battle Board.

23.6.3 OBVIOUSLY DEAD

The character has taken damage that is so severe it is obvious from afar that it is dead.

Example – Sir Billy Pink (Rep 5) is firing his crossbow at a Rep 3 Goblin. Sir Billy rolls 2d6 and scores a hit.

He now rolls for damage. The crossbow has an Impact of 3. The Goblin is wearing AC of 1 so Billy adds 1 to the Impact of the crossbow. Billy rolls 1d6 and scores a 1, the Goblin is Obviously Dead.

23.7 AUTO-KILL OR CAPTURE

If an active character comes into contact with an Out of the Fight character he can choose to automatically dispatch the character or capture him. If captured, the character must be guarded by at least one armed character or be immobilized. Each armed character can guard up to one character per point of his Rep.

STOP!

Before going any further, take two sides of two characters each and do the following.

Make all of the characters Rep 4, with 1 on each side a Non-Shooter.

Give them a variety of Missile Weapons.

Place one side on the Battle Board in the front row of one of the short edges. Do you remember what the front row is?

The other side is Active. Place them on their front row.

Roll a Charge into Melee Test.

Resolve all actions.

Resolve all hits.

Now repeat the process with the other side activating.

Take any Crisis Tests caused by any Out of the Fights or Obviously Dead results.

24.0 MELEE

When characters come into contact they enter into melee (hand-to-hand combat).

24.1 MELEE WEAPONS

There are six classes of melee weapons. They are:

- *AXE (A)* - Used with 1 hand, the axe can also be thrown. If thrown, it must be retrieved to be used again.
- *MACE (M)* – Used with 1 hand, the mace counts a -1d6 when fighting against the sword, but counts a +1 to Impact versus AC 6 targets.
- *SPEAR (SP)* – The spear can be used with one hand, counting as a sword, or with two hands, counting as a two-handed sword.
- *SWORD (S)* – Used with one hand, the sword is the most common weapon used in melee.
- *TWO-HANDED AXE (2A)* – Used with two hands, the two-handed axe counts a -1d6 against all melee weapons, but counts a +2 to Impact versus all Armor Classes.
- *TWO-HANDED SWORD (2S)* – Used with two hands, the two-handed sword counts a -1d6 against all melee weapons, but counts a +2 to Impact versus all Armor Classes.

24.1.1 USING TWO MELEE WEAPONS

Can you use two melee weapons at the same time? Yes you can. Here's how we do it:

- Each weapon must be a one-hand weapon.
- You gain a +1d6 on the Melee Combat Table.
- You cannot use a Shield.

24.2 MELEE COMBAT

Once the characters come into contact it's time to melee.

- Consult the Melee Combat Table (24.2).
- Each character starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable Weapon, Attribute, or Circumstance.
- Each character rolls its modified total of d6 counting all successes (scores of 1, 2, or 3).
- If one character has scored more successes than the other, it has scored a hit. The difference in successes is called the Impact.
- If both characters score the same number of successes, immediately re-roll the melee.

Example – A Soldier (Rep 4) is in melee with a Warrior (Rep 3).

The Soldier starts with 4d6 for Rep and subtracts 1d6 for having a two-handed axe. He rolls 3d6 and scores a 1, 2, and 3, for three successes.

The Warrior starts with 3d6 for Rep and has no modifiers. He rolls 3d6 and scores a 1, 4, and 6. He has scored two successes, as he is using a shield.

The Soldier scored one more success so has scored a hit. He will now roll for damage.

24.3 DAMAGE FROM MELEE

When one side has scored more successes than the other, it has scored a hit. Now we must see if any damage was done to the loser. *Note that the difference in the number of successes between opponents is called the Impact.* Here's how we do it:

- Consult the Melee Damage Table (24.4).
- Modify the Impact by any Circumstance or Attributes. *If the Impact is reduced to "0" the loser still suffers a -1 Rep result and another round of melee is immediately fought.*
- Roll 1d6 versus the modified total and determine if any damage was scored.

Example – The Soldier scored one success more than the Warrior so scored a hit. The Impact is 1, equal to the number of successes scored more than the loser. The loser is wearing AC 2 (+1 to Impact) and the Soldier has a two-handed axe (+2 to Impact). This makes 4 the modified Impact.

The Soldier rolls 1d6 and scores a 3. As it is lower than the Impact and not a "1", the Warrior goes Out of the Fight.

24.4 MULTI-CHARACTER MELEES

Up to three characters may melee one character. Here's how the melee takes place:

- Only one character at a time can attack, starting with the highest Rep attacker, and moving to the lowest Rep attacker.
- Stars may choose when they will take their turn to melee.
- The charger decides in which order the characters will attack when the Reps are the same.
- The attacking and defending characters conduct a round of melee.
- If the defender loses the melee, the attacker rolls for damage, and the melee is over.
- If an attacker loses a melee, the defender rolls for damage, and the melee continues against another character.
- Melees continue until all characters have fought, with the defender rolling new dice every round.

24.5 PEFS AND COMBAT

PEFs (39.0) do not move until the fight on the Battle Board is over.

25.0 WOUNDED

Players can attempt to recover their Out of the Fight characters during the battle. Here's how we do it:

- The character is active, and moves into a square adjacent to the wounded character.
- He can choose to pick up the character or immediately switch places with him.
- After picking up the wounded character he can move with him when next active.
- Characters charged while retrieving wounded will drop the wounded character in the square behind them.

26.0 BATTLE OVER

During combat, the player may choose to break off combat and Flee the Battle Board. Here's how we do it:

- The player is active.
- He declares his desire to Flee from combat and drops half of any treasure he has.
- Each character will take a Fast Move Test (18.2) and move that many Dungeon Tiles away from the enemy, with a Star having the option to move fewer tiles. This can result in the group ending up on separate Dungeon Tiles!
- If entering a Dungeon Tile occupied by the enemy, the character must immediately take the Charge into Melee Test (21.0) at a -2d6 penalty.
- The now unoccupied enemies will now Fast Move after the players, with each character moving its maximum tiles.

Example – Sir William Pink, Warrior Char, and Healer Sooze have run into an Ogre and five Goblins. After the first round of combat the party activates. Billy decides that they should Flee. Each takes a Fast Move Test. Billy and Sooze pass 2d6, while Char passes only 1d6.

Sooze and Billy can make it to two tiles away; Char cannot. Billy motions Sooze to continue on and stops on the tile with Char.

26.1 RUN AWAY!

If a character chooses to Flee, there's a chance that it could escalate out of control. Here's how we do it:

- After a character has successfully Fled, he must take a Man Down Crisis Test when next Active.
- If the result of the Crisis is Duck Back or Flee the character has quit the Encounter. *The character is immediately removed from the table and drops all his treasure.*
- After the game, he must roll on the After the Fight Recovery Table (27.0) counting as Out of the Fight!

27.0 RECOVERY

After the fight on the Battle Board, Out of the Fight characters must test to see if they recover. Here's how we do it:

- Consult the After the Fight Recovery Table (27.0).
- Roll 2d6 vs. the *original* Rep of each character.
- Determine the number of d6 passed.

STOP!

Before going any further, take an Elf (7.0.4) and a Goblin (7.0.7).

Place them on the Battle Board.

Have one start in its front row and the other, Active, entering the Battle Board.

Take the Charge into Melee Test.

Resolve a melee including damage.

Now add a second Goblin. Do this a second time with the two Goblins charging the Elf.

Resolve a multi-character melee.

Review how to Flee the Fight.

How do you retrieve wounded?

Take an After the Fight Recovery Test.

28.0 MAGIC

"Perhaps it's the means and not the goal that determines what leads to damnation." - Grand Marshal Sant-Marten

Disciples of the Dark Arts are called by many names. They are known as wizard, necromancer, sorcerer, shaman, etc., and are both male and female.

We call them Casters.

28.1 CASTERS

Casters are generated just like other characters. They can be Stars or Grunts, but they do have some special rules applied to them that make them unique. Here's how we do it:

- Only Casters and Major Demons may cast spells.
- They can cast spells when Active.
- A Caster may attempt any of the three spell types, Damage, Defend, or Dazzle.
- Casters can target up to one character for each point of its *current* Rep, but needs LOS to the targets.

28.1.1 TARGET ORDER

Casters can target up to one character for each point of its *current* Rep. But what happens if they target four characters, but can only affect three?

- The highest Rep character amongst the targets is unaffected.

Example – Fisher, a Rep 4 Caster, targets four Orcs. Three are Rep 4 and one is Rep 5. Fisher passes 1d6 on the Spell Casting Table and can affect only three of the targets. The Rep 5 Orc is unaffected.

28.2 CASTERS AND SPELLS

There are three types of spells. Each type represents the effect of the spell, but not the theatrics. For example, a player may decide that a Damage Spell is a ball of fire, while a Dazzle Spell represents magical lights that temporarily hypnotize the target. That is up to the player to decide and does not affect the game in any way. If you feel like calling the Damage Spell a Fireball, go for it! Let's go over each type of spell.

28.2.1 DAMAGE

Damage spells are used to cause physical damage to the target, ranging from Duck Back to Obviously Dead.

28.2.2 DEFEND

Defend spells are used to protect, whether the target is the Caster or others, from missile, melee, and magic damage.

28.2.3 DAZZLE

Dazzle spells are used to daze and distract the target into inaction as opposed to damaging the target.

28.3 CASTING SPELLS

Casting a spell in *2 Hour Dungeon Crawl* is relatively easy. Here's how we do it:

- Consult the Spell Casting Table (28.3).
- The Caster must have a LOS to the targets.
- The Caster must have its hands empty except if using a Casting Tool.
- The Caster chooses the Spell it wishes to cast: Damage, Dazzle, or Defend.
- The Caster starts with 2d6.
- Modify this number by any applicable Circumstance.
- Roll the modified number of d6 versus the *current* Rep of the Caster.
- Determine how many d6 are passed.
- Go down the left-hand column of the Spell Casting Table to the number of d6 passed.
- Go across to the next column and immediately carry out the result.

28.4 DAMAGE SPELL

A successful Damage Spell causes the target to take an Impact 2 hit from shooting, regardless of AC.

28.5 DAZZLE SPELL

A successful Dazzle Spell causes the target to forfeit its next Activation and count as shieldless.

28.6 DEFEND SPELL

A successful Defend Spell allow the target to count as shielded for one round of melee or three shooting attacks. Already shielded targets count an additional +1d6.

28.7 NPC CASTING

When playing with a NPC Caster they will cast spells in the following way:

- Consult the NPC Spell Casting Table (28.7).
- Roll 1d6 versus the Rep of the Caster.
- Determine if the Caster has passed 1d6 or 0d6.
- Go down the left-hand column to the appropriate row then across to the column to see which spell to use.
- Cast that type of Spell.

29.0 MAGICAL ITEMS

Magical Items are normal looking items with magical properties allowing the user to do something better than he could normally do.

29.1 TYPES OF MAGIC ITEMS

There are five types of Magical Items, each with their own table.

- *Armor (A)* – Armor protects the wearer or gives them special abilities. See the Magic – Armor Table (29.1.1).
- *Casting Tools (CT)* – Items that help Casters, and Casters only, to cast spells. See the Magic – Casting Tool Table (29.1.2).
- *Clothing (C)* – Ordinary looking clothing that protects the wearer or gives them special abilities. See the Magic – Clothing Table (29.1.3).
- *Potions (P)* - Provide the user with a unique ability. See the Magic – Potions Table (29.1.5).
- *Weapons (W)* - Increases the normal properties of the weapon. See the Magic – Weapon Table (29.1.4).

29.2 USING POTIONS

Potions give the user special abilities when used. Here's how we do it:

- Potions can be used 1/2d6 times, rolled when the Potion is found.
- Players can only use a Potion when active before taking the Charge into Melee Test.
- When the effects are said to last for one fight, this means the effects last until all enemies on the Battle Board have been defeated, or have left.
- NPCs will use their Potion in the same way as players.
- If a character has a Potion that gives it an Attribute it already has, it does not affect the character. NPCs will give the Potion to another NPC in their party that it will affect. If not available, they will keep the Potion instead.

29.3 NPCS AND MAGIC ITEMS

When you encounter NPCs they *may* have Magical Items. If they have any they will use them. Here's how we do it:

- If the NPC is a Grunt, roll 1d6. If a "1" is scored the NPC has a Magic Item.
- If the NPC is the Big Bad or a scenario driven Star, roll1d6. If a success is scored (score of 1, 2, or 3), the NPC has a Magic Item.
- Consult the NPC Magic Items Table (29.3).
- Roll 1d6, read the result, and modify it by the Rep of the NPC.
- Go down to the appropriate row, and across to see what Magical Items the NPC has.
- The NPC will always use the Magical Item during the fight!

29.3.1 CAN'T USE THE ITEM?

Sometimes a NPC will have a Magic Item but not the skills or knowledge of how to use it. Here's how we do it:

- Each Magic Item Table (29.1.1) has a NPC column that will list the minimum Rep necessary to use the item.
- Some items may be restricted by Profession Type.
- If the NPC doesn't have the needed Rep or required Profession, the NPC cannot use it.

29.4 FINDING MAGICAL ITEMS

How do *you* find Magical Items? Here's how we do it:

- You may recover it from a disabled character.
- You may find it as part of a Treasure.
- You may trade it with another player.
- You may receive it as wages or a gift.

Let's go over each case in more detail.

29.4.1 DISABLED CHARACTERS

In this case, you recover the Item from an Out of the Fight or worse character.

29.4.2 FINDING TREASURE

When you find Treasure, there is a chance that there may be Magical Items. Go to the section called Treasure (40.0)

29.4.3 TRADING

Players can trade Magical Items between each other as they desire.

29.4.4 WAGES OR GIFT

Players may give another player Magical Items as a gift or wages for going with them on the adventure.

STOP!

Only Casters and Major Demons can cast spells and against up to one target per point of the Caster's Rep.

What are the three types of spells? How are they different?

Place a Rep 4 Caster on the Battle Board.

Next place 3 Rep 4 Goblins opponents on the Battle Board.

Cast one of each type of spell on all 3 of them.

The NPC Spell Casting Table is used by Non-Player Casters.

There are five types of Magical Items. Re-read how the Magical Items Tables are used. What if the NPC does not have the minimum Rep for the Magical Item?

30.0 HEALERS

Unlike Casters who draw their power from supernatural means, the Healer's power comes from their knowledge of nature. They are valued as they can heal injured characters. Here's how we do it:

- *During a fight* on the Battle Board, a Healer can attempt to heal an Out of the Fight character.
- He moves to an adjacent square to the character.
- He spends one full turn of activation doing nothing but healing.
- At the *end of the turn*, roll 1d6 versus the Rep of the Healer, and 1d6 versus the Rep of the Out of the Fight character.
- Determine how many d6 are passed and consult the After the Fight Recovery Test (27.0).
- Immediately carry out the results.
- The Healer cannot be used when taking the After the Fight Recovery Test (27.0), after the fight.

Example – The Caster Sooze (Rep 4) goes Out of the Fight. When Harold the Healer activates, he moves adjacent to Sooze. An Orc activates and attacks. Harold fights a melee and kills the Orc. The next time Harold activates he tries to heal Sooze. He rolls 1d6 versus his Rep of 5 and scores a 4, passing 1d6. Sooze rolls 1d6, and scores a 5, passing 0d6. Looking on the After the Fight Test, under pass 1d6, we see that Sooze recovers, but at one Rep lower (Rep 3).

She returns to the fight, but can only react until the next turn of activation.

31.0 USING NPCS

As mentioned previously, Non-Player Characters are controlled by the game mechanics. Unless specified differently, they are used like player controlled characters.

32.0 ITEMS

Items are:

- *Weapons –* They must be carried and count against how many Items you can carry.
- *Armor –* Except for one set that can be worn, they must be carried and count against how many Items you can carry.

- *Magical Items* – Except for Magical Armor that can be worn, they must be carried and count against how many Items you can carry.

32.1 HOW DO YOU GET ITEMS?

You get Items in a variety of ways. They are:

- At the start of a one-off game you can have up to four Items, none Magical.
- You can find Items or take them from disabled characters.
- You can trade for them.
- You can receive Items as wages or Gifts from other characters.

See the section on Magical Items (29.0) for more info.

32.2 WHAT CAN YOU CARRY?

It's simple. Here's how we do it:

- You can carry twice your Rep in Items and still move normally. *Want to carry more?*
- You can carry up to three times your Rep, but you cannot Fast Move. *Want to carry more?*
- You can carry up to four times your Rep, but you cannot Fast Move and cannot move two turns in a row. *Want to carry more? You can't.*

32.3 USING ITEMS

As you can see you can carry a lot of Items. However, you can only use one at a time. If you need to switch an Item, it takes one full turn of activation.

Example – Sir Billy is carrying his Crossbow in his hands. He activates and spends the time switching to his sword. He is charged by an Orc and wins the melee. He activates again and moves on.

STOP!

One of your Rep 3 Warriors has gone Out of the Fight. You have a Rep 4 Healer with your group. When can he attempt to heal the injured Warrior?

Take a Healing Test. How is it different than the After the Fight Recovery Test?

How many Items can you carry? How is your movement affected when carrying three times your Rep in Items?

33.0 PLAYING SOLO?

There are two ways to play *2 Hour Dungeon Crawl*. They are:

- *SOLO -* You play by yourself against the game mechanics.
- *SAME SIDE -* Everyone plays on the same side, cooperatively, against the game mechanics.

33.1 ONE OFF OR CAMPAIGN

2 Hour Dungeon Crawl can be played in two styles. They are:

- *ONE-OFF -* Where no game results affect future game results.
- *CAMPAIGN* – Where you use the same characters in a number of games where the results of one affect the next. When playing campaigns you will track Treasure (40.0) and Magical Items (29.0).

34.0 DUNGEONS

"Legend has it that a (blank) lives in an underground dungeon not far from here."

What's a fantasy game without dungeon adventuring and what's a dungeon without a legend? You know; the rumor that there's a big, bad, evil creature lurking below in a treasure-filled, deep, dark dungeon. So the first order of business when constructing a dungeon is to find out who is the Big Bad, the creature that runs it all.

34.1 THE BIG BAD

Who is the Big Bad? You can choose who it is, or you can roll it at random in the following way:

- Consult the Big Bad Table (34.1).
- Roll 2d6 and add the results together.
- Go down the left-hand column and across to the column that matches the Rep of your Star.
- This will tell you who the Big Bad is.
- Once you have discovered this, go to the appropriate Race List (7.0) and find out the specifics.

Note – As you start to get higher in Rep, so should the Big Bad. If you generate a Big Bad and your Rep is higher than his, roll 1d6. (1 - 3) = The Big Bad's Rep is equal to your Rep. (4 – 5) = The Big Bad's Rep is 1 point higher than

your Rep. (6) = The Big Bad's Rep is 2 points higher than your Rep.

34.2 THEMATIC DUNGEONS

All dungeons will have a theme based around the Big Bad or area where the dungeon is located. This could be an Orc stronghold or maybe a Trolls lair.
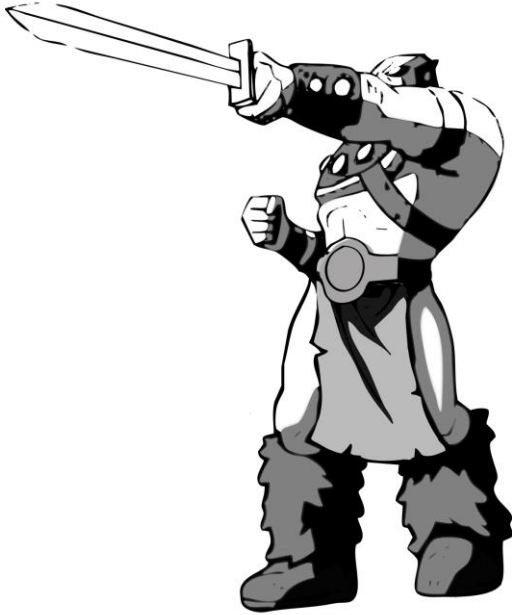
34.3 THE REASON WHY

There is more than one reason to go adventuring in a dungeon. They are:

- **TREASURE** – To find and exit the dungeon with the Big Bad's Treasure (40.0).
- **RESCUE** – Someone must be found and rescued from the dungeon. There will be 1/2d6 NPCs and they will be found in the Treasure Room. [(1)]
- **EXPLORE** – The dungeon needs to be mapped for future adventures. You must map out at least three rooms or one level to be successful.
- **KILL THE BIG BAD** – The Big Bad must be killed.

(1) Unless specified differently by the scenario, Captives are "helpless" NPCs. If specified differently they can be armed and can fight. If combat occurs they must be placed on the Battle Board. But remember they are the reason why you entered the dungeon!

34.3.1 DECIDING THE REASON

There are two ways to decide the reason to go dungeon adventuring. The first is easy - you choose it. The second is done at random. Here's how we do it:

- Consult the Reason Why Table (34.3).
- Roll 1d6 and read the result as rolled.
- Add the score to your Star Leader Rep.
- Go down the left-hand column to the appropriate row. This will tell you why you are going.

Example – Sir William Pink (Rep 5) goes dungeon adventuring. The first thing he must know is who is the Big Bad in the dungeon? He goes to the Big Bad Table (34.1), rolls 2d6, and the total is 8. The Big Bad is an Orc.

Looking on the Orc Race List (7.0.10), Billy rolls a 6. The Orc is a Warrior. He rolls 1d6, looking for a 1 or 6, which will affect the Rep of the character. He scores a 3 so the Orc uses the listed Rep of 4.He has AC 2 & Sh and has a Sword or Spear. Looking at the figure I'm using, I choose a Spear. Not actually a very bad Big Bad, but hey, they all can't be Demons!

I next check for a Magical Item for the Orc (29.3) and roll 1d6, score a 2, so he has a Magical Item. I go to the NPC Magical Items Table (29.3) and roll 1d6, modified by his Rep, scoring a 10. The Big Bad has Magical Armor and Weapon. I roll on the Magic Armor Table (29.1.1) and the Magical Weapon Tables (29.1.4). The Big Bad has a Magical Sword and AC 4 Armor, replacing what was previously rolled.

Now it's time to see why he is going down into the dungeon. Billy rolls a 4 and, added to his Rep of 4, scores an 8. Looking on the Reason Why Table (34.3) he sees that he is going in search of Treasure.

35.0 USE YOUR DUNGEON

I bet you might already have some really cool Dungeon Tiles. Heck, some of you may even have the beautiful resin dungeons that are available. Here's the sweet thing about *2 Hour Dungeon Crawl.* You *can* use this game with your dungeons!

36.0 DUNGEON TILES

As we've mentioned previously, we call the corridors and rooms in the dungeon, Dungeon Tiles. You can choose to use commercially offered tiles or go old school with graph paper. The choice is up to you, and we use the same system to generate the dungeon.

It's recommended that you map the dungeon as you lay the tiles out in case you want to revisit the dungeon in future games.
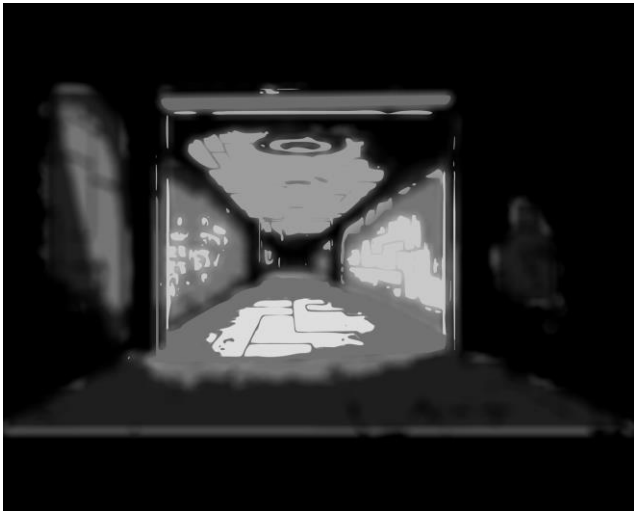
36.1 BUILDING THE DUNGEON

Now that you have established the Big Bad and the Reason Why you are adventuring, we have to build the Dungeon. Here's how we do it:

- The first Dungeon Tile is a corridor.
- The first tile is placed with the entry facing the player and the exit facing the opposite wall. This means straight ahead and not to the left or right of the player.
- Subsequent tiles are placed at the exit of the tile with the corridors always matching up.
- The second and subsequent ones are determined by rolling 2d6, adding the results together, and consulting the Dungeon Generation Table. (38.0)
- Go down the left-hand column to the appropriate row then across to see what type of tile you have entered.

36.2 HOW MANY TILES?

That would be up to you. I suggest the following, easy method:

- Multiply the Rep of the Big Bad by four, for the total number of tiles.

36.3 DUNGEON ODDITIES

If you have not laid out your dungeon before the game and are instead rolling or flipping tiles, keep these "fixes" in mind:

- If you run into a dead end, and have many more tiles to place, just re-roll or replace it with stairs. But be sure to check for Secret Rooms (37.0) before doing so.
- If the new tile runs you into an existing tile that leads to a blank wall, just re-roll until you get a tile that will work.

36.4 ROOMS

Rooms will have an exit on the opposite wall from their entrance unless it is the last tile in the dungeon. It may have a Secret Room (37.0).

36.5 STAIRS

Stairs *always* do down when you first run into them. This means when you come back to them, they will go up.

36.6 MOVING THROUGH THE DUNGEON

Here's a bit of a refresher on moving through the dungeon.

Moving in the dungeon is tracked by moving the player Marker from Dungeon Tile to Dungeon Tile, through corridors and into rooms. Here's how we do it:

- The corridors are 2 characters wide. The highest Rep character is always in the front rank.
- The rooms are 4 characters wide. If the room is occupied by enemies you go to the Battle Board.
- Place the characters on opposite short ends of the Battle Board when contact is made.
- Characters may be placed in front or back rows closest to their edge. Remember that only characters with a clear LOS can fire, cast spells or enter melee.

37.0 SECRET ROOMS

Every room or dead end, *not* every Dungeon Tile, could have a Secret Room. Here's how we do it:

- After the room or dead end has been cleared of enemies you can search for a Secret Room.
- Nominate one character from the party to search.
- Thieves will roll 3d6 while non-Thieves will roll 2d6.
- If any *doubles* are rolled compare them to the Rep of the character. If they are equal or less than the Rep, a Secret Room has been found.
- The Secret Room generates a room off to the side of the current room. It will be to the right or left of the corridor leading in and leading out, your choice.
- Decide which two characters will go in first.
- Now find out what's inside!

37.1 WHAT'S INSIDE?

Now that you've found the Secret Room, what is in it? Here's how we do it:

- Consult the Secret Rooms Table (37.0).
- Roll 2d6, add the scores together, and read the result.
- Go down the left-hand column to the appropriate row, then across to see what you have encountered.

37.1.1 BONEYARD

You have entered a "boneyard". This can be a tomb, crypt, grave site, or the remnants of previous adventurers. Whatever it is, it could contain something of value…or a trap. Here's how we do it:

- Consult the Boneyard Table (37.1.1).
- Roll 1d6 and read the result as rolled to see what you have found.
- Immediately carry out the results.

37.1.2 EMPTY

The room contains empty graves or bones. There is nothing of value to be found.

37.1.3 SKELETONS

You have run into Skeletons (7.0.12). See How Many (39.6) then take the Charge into Melee Test (21.0). There could (1 – 3) be Treasure. If there is, roll on the Treasure Table (40.0) counting the number of Skeletons you defeated as the Rep of the Big Bad.

37.1.4 TRAP

You have triggered a trap. *If you have a Thief,* he will find the trap and try to disarm it. *If you do not have a Thief,* one member of your party, rolled at random, has triggered it. Here's how we do it:

- Consult the Trap Table (37.1.4).
- Roll 2d6 versus the Rep of the character, even if a Thief.
- Determine how many d6 are passed; go down the left-hand column to the appropriate row, then across to see the result.

There could (1 – 3) be Treasure. If there is, roll on the Treasure Table (40.0), counting the dungeon level that you are on, as the Rep of the Big Bad.

37.1.5 ZOMBIES

You have run into Zombies (7.0.14). See How Many (39.6) then take the Charge into Melee Test (21.0). There could (1 – 3) be Treasure. If there is, roll on the Treasure Table (40.0), counting the number of Zombies you defeated as the Rep of the Big Bad.

37.1.6 CROSS OVER CHALLENGE

You have run into an area with an exit corridor on the opposite end. Unfortunately, there is a linear obstacle blocking your way. This could be a chasm, bed of lava, or whatever you choose. But it can be crossed. Here's how we do it:

- Consult the Cross Over Table (37.1.6).
- Decide in which order your characters will cross. It is important to know which characters are next to each other.
- Roll 2d6 versus the Rep of the character that is attempting to cross over.
- Determine how many d6 are passed.
- Go down the left hand column to the appropriate row and across to determine the result.
- Immediately carry out the result.
- Once you cross the obstacle, the corridor goes down to the next dungeon level whether you have stair tiles or not.

37.1.7 DUNGEON VERMIN

Lots of rats, spiders, or other similar creatures pour out of the room. Not life threatening, but still a nuisance. Here's how we do it:

- The two characters that entered the room roll for Shooting Damage with an Impact of 1.
- Count any result of Obviously Dead as Out of the Fight.
- The vermin run off, but will return every time the room is entered.

38.0 PAPER DUNGEONS

You can decide not to use Dungeon Tiles of any type and go to "old school" paper and paper. Here's how we do it:

- All rules still apply.
- The first Dungeon Tile is a corridor.
- The second and subsequent ones are determined by rolling 2d6, adding the results together, and consulting the Dungeon Generation Table (38.0).
- Go down the left-hand column to the appropriate row then across to see what type of tile you have entered.
- Write it down on the paper. The nice thing about using graph paper is you have pre-made dungeons for future use!

STOP!

Try a Cross Over Challenge with three characters of different Rep.

Before you go down into the dungeon you must determine who the Big Bad is and why you are going down there. Do these things.

Do you remember that your Star starts with a Rep of 5? This is your first dungeon adventure.

Now build your Band. How many characters can you have, including yourself? What are their maximum Reps?

39.0 PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the game-time intelligence the player has. By using PEFs we create an uncertainty as to the size of the enemy force, its composition, and location. Heck, a PEF could even be just a case of nerves!

39.1 GENERATING PEFS

There are no PEFs on the table at the start of the game. There are 2 ways to generate them during the game. The first is when entering a room for the first time. The second is when rolling the activation dice. Here's how we do it:

- When the activation dice, rolled by the player at the start of his turn, comes up doubles, a PEF is generated.
- It will be placed in a dungeon tile away from the party equal to the result of either d6.
- Straight ahead of the party is the first direction it could be placed. If there are not enough tiles, go clockwise in the other directions until there are enough tiles.
- If there are not enough tiles in any direction, place it in a tile as far away from the party as allowed.

Example – I roll activation and score double fours. This places a PEF four tiles away from my party. There are only 2 tiles in front of the party and the only other direction is behind the party. As there are only 3 tiles back there, that's where the PEF is placed, the farthest tile away from the party.

39.2 PEF REP

PEFs have a Rep of 4. It is used to see how many Dungeon Tiles the PEF will move when active.

39.3 MOVING PEFS

When the PEF is on the Dungeon Tiles, we use Markers (2.0).

When the dungeon side activates the PEFs will move. Always start with the PEF farthest from the player group and work your way back to the closest. How far does the PEF move? Here's how they do it:

- The PEF takes a Fast Move Test (18.2) versus its Rep of 4, moving either 1 or 2 Dungeon Tiles.

39.4 RESOLVING PEFS

When a PEF enters a Dungeon Tile occupied by a player group, or the player group enters a Dungeon Tile occupied by a PEF, it's time to discover what it actually is. This is called resolving the PEF. Here's how we do it:

- Remove the PEF marker.
- Consult the PEF Resolution Table (39.4)
- Roll 2d6 versus the *Target Number of 4*.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row.
- Go across and immediately carry out the results.
- If enemies are generated it's time to move the characters to the Battle Board (21.1).

39.5 PEFS AND ROOMS

The first time a player group enters a room there will be a PEF inside. Here's how we do it:

- Resolve the PEF normally using the PEF Resolution Table (39.4).
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row.
- Go across and immediately carry out the results.

39.6 HOW MANY?

Once you know that you have run into other characters, you need to determine how many of them there are. Here's how we do it:

- Consult the How Many? Table (39.6).
- Roll 1d6.
- Read the result as rolled.
- Go down the left-hand column to the appropriate row then across to see how many characters you have run into.
- You can never meet less than one character.
- If you ran into the Big Bad, just add Minions to reach the number of opponents you encountered.

39.7 WHAT ARE THEY?

When you have encountered enemy NPCs by resolving a PEF we must determine what they are. Here's how we do it:

- Consult the What Are They Table (39.7).
- Roll 2d6 versus the dungeon level that you are on.
- Go down the left-hand column to the appropriate row and across to determine what you have run into.

39.8 THE MINIONS

Now that you know who the Big Bad is, we have to see who its Minions are. When you resolve a PEF (39.4) or enter a room for the first time, you may have run into the Big Bad or its Minions. Here's how we do it:

- Consult the Minions Table (39.8).
- Go down the left-hand column to the appropriate row for the Big Bad.
- Roll 1d6, read the result as rolled, and go across to the appropriate column. This will list the Minions of the Big Bad.
- Use the appropriate Race List (7.0) to determine their stats. The Minions cannot have a higher Rep than the Big Bad, so adjust the Reps accordingly.

39.9 RIVAL ADVENTURER PARTY

You've run into a Rival Adventurer Party on the What Are They Table (39.7). Who are they, and what happens now? Here's how we do it:

- Consult the Rivals Table (39.9).
- Roll 2d6 and add the results together.
- Go down the left-hand column to the appropriate row.
- Go across to each column. This tells you the Race of the party and how many of them there are.
- Roll on the Race Lists (7.0) to generate the stats for each NPC.
- The highest Rep in the party is the Leader. Roll randomly for the Leader for similar Reps.

39.9.1 TALK THE TALK

Now that you've determined who they are, let's see what they are up to. The two Leaders will "talk the talk". Here's how we do it:

- Consult the Talk the Talk Table (39.9.1),
- Both roll 1d6 for each point of Rep.
- Determine how many successes (score of 1, 2 or 3) each rolled.
- Go down the left-hand column to the appropriate row based on how many successes the *rival leader* scored compared to yours.
- Immediately carry out the results.

Players always have the option to attack the rival party with the rivals counting as active.

STOP!

When you enter a room for the first time you generate a PEF. What's the other way? Remember that Markers are used to track PEFs on the Dungeon Tiles.

How many d6 are used when resolving a PEF? What is the Target Number for resolving PEFs?

How do you trigger a trap? How many d6 will the Thief roll when trying to disarm a trap?

How do you determine the Minions used by the Big Bad?

The Big Bad is a Troll. If you roll a 3, what is its Minion?

You have three members in your Band. If you roll a "3" then a "6", how many opponents have you encountered? The correct answer is 1. Review how we arrive at that number.

40.0 TREASURE

There are two ways to gain Treasure when exploring a Dungeon. They are:

- When you dispatch an enemy you will gain Coin (42.1.2) and any Magical Items (29.0) he may have.
- When you clear a room or reach the end of the dungeon, you can gain Treasure.
- Treasure will be Magical Items and or Coin.

40.1 CLEAR THE ROOM

When you enter a room, and eliminate any opponents that may be there, you will gain Treasure. Here's how we do it:

- Consult the Treasure Table (40.0).
- Roll 1d6 and read the result as rolled.
- Go down to the appropriate row and across. You may have found some Treasure.
- You only get one roll regardless of how many characters are in your party.

41.0 END OF THE DUNGEON

When you reach the final Dungeon Tile, you have reached the Treasure Room. This is where the Big Bad has stockpiled its Treasure. Here's how we do it:

- Any enemy, if present, must be defeated. Remember that the Dungeon Tile must be a room for it to have a PEF that can resolve into an enemy. If you have generated a non-room Dungeon Tile, no enemy will be present but the Treasure is still there!
- Now it's time to loot the Treasure.
- Consult the Treasure Table (40.0).
- Roll 1d6, read the result as rolled and modify the total by any applicable Circumstance.
- Go down the left-hand column to the appropriate row then across to see what you have found.
- This is similar to when you clear a room, but you get to modify your d6 score by each point of Big Bad Rep!

Example – Sir Billy Pink and Sooze have reached the end of the Dungeon (there aren't any tiles left) so have found the treasure, located on the 3rd level. The tile was not a room so no enemy was present.

Billy rolls 1d6 and scores a 2. He adds 5 for the Rep of the Big Bad (an Ogre) for a total of 7. Looking on the Treasure Table we see that they have found 1/2d6 Bronze Coins and a set of Magical Armor.

Billy now rolls 2d6 on the Magic – Armor Table (29.1.1) and scores a 9. He has found a set of Deflective Armor, which he gives to Sooze to wear. When it is time to divide the treasure, Sooze will count this as her first Item.

41.1 WHERE'S THE BIG BAD?

If you have reached the Treasure, and have not encountered the Big Bad, he still may show up. Maybe he was busy, maybe he was gone when you showed up, but in any case, you could wander into him on the way out by generating a PEF.

41.2 GETTING OUT

If you have generated the last Dungeon Tile or decide to head out beforehand, use the following procedure:

- To leave the dungeon, you must move through the tiles that lead back to the surface, and exit from the entry tile.
- As you do, keep rolling for activation. When you roll doubles you generate a PEF (39.0).

42.0 AFTERWARDS

When you have exited the dungeon it is time to divide the Treasures. Here's how we do it:

- Divide any Coins collected from the Treasure (40.0) evenly. This does not include any Coin gained by a character for killing an enemy (42.1.2).
- Arrange the Magical Items by type.
- The Leader gets to pick the first Item for himself.
- The Grunts, by Rep, will pick one Item each until all members of the group have one Item. They will always pick in the following order: the one that best matches their Profession, Casting Tool, Armor, Weapon, Clothes and finally, Potions.
- Continue to pick until all the Items have been taken. Some members may receive less Items.

42.1 IMPROVING REP

After a character has exited the dungeon it can attempt to improve its Rep if it had a successful adventure. We recommend using this for your Grunts as well. Just remember that when their Rep equals yours, they will leave your Band. Here's what a character needs to do to be successful:

1. Accomplished the reason for going into the dungeon (34.3).
2. Not left any Out of the Fight group members down in the dungeon.
3. Not gone Out of the Fight.

It is possible that some adventurers will be successful while others are not.

42.1.1 HOW TO IMPROVE REP

If you have qualified as having a successful adventure, you can try and improve your Rep. Here's how we do it:

- Roll 1d6 (Improving Rep roll) and read the result as rolled.
- If the score is higher than the current Rep, or a "6" is scored, increase the Rep by one.
- If the score is equal or lower than the current Rep, the Rep remains the same.

42.1.2 BONUS ROLLS - COIN

This rule will allow characters to gain additional Improving Rep rolls based on performance. Here's how we do it:

- Every time a Star or Grunt kills an enemy that has a lower Rep, he receives 1 Bronze Coin. Every 5 Bronze Coins equals 1 Improving Rep roll.
- Every time a Star or Grunt kills an enemy that has an equal Rep, he receives 1 Silver Coin. Every 3 Silver Coins equals 1 Improving Rep roll.
- Every time a Star or Grunt kills an enemy that has a higher Rep, he receives 1 Gold Coin. Every Gold Coin equals 1 Improving roll.

You can only Improve Rep by 1 level, regardless of the number of Improving Rep rolls that are made.

All Coins must be used at the end of the adventure. Leftover Coins are lost.

42.2 DECREASING REP

After a character has exited the dungeon it may have failed, and be forced to see if his Rep has decreased. This can be due to wounds, fatigue, or a lack of interest. Here's what happens to happen to count as having failed:

1. If the character went Out of the Fight.
2. Did not accomplish the reason for going into the dungeon (34.3).
3. Left one or more Out of the Fight group members down in the dungeon.

Only one of the listed items needs to occur to be a failure! It is possible that some adventurers to have failed, while others have not.

42.2.1 HOW TO DECREASE REP

If you have failed, you must check for Decreasing Rep. Here's how we do it:

- Roll 1d6 (Decreasing Rep roll) and read the result as rolled.
- If the score is a "1", decrease the current Rep by one.
- Any other result means the current Rep stays the same.

42.2.2 LOSING COIN

If you did not have a success, all of the Coins that were gained are lost. You do not have to have failed; just not succeeded!

STOP!

Last Stop box!

When you deliver the killing blow to an NPC you can take their Magic Items. When you find the Treasure, the Captives will be there too. You roll on the Treasure Table (40.0) to see what you've found when clearing a room and when reaching the last tile.

The Treasure is divided equally; you get first pick.

If you succeed, you could improve your Rep. But if you fail, your Rep could go down.

That's it! Enjoy the game and if you have any questions ask them on the Two Hour Wargames Forum.

Just play the game!
http://forums.lnlpublishing.com/

TABLES

7.0 – RACE - BEASTMAN

BEASTMAN ATTRIBUTE
Rage: Counts +1 success when taking the Charge into Melee Test. Also count a bonus +1d6 when in Melee.

#	PROFESSION	REP[1]	ARMOR	WEAPON
2	Healer	4	4	S
3	Knight	5	6	2A/2S
4 - 5	Shooter	4	2	B
6 - 7	Soldier	4	4	2A/2S
8 - 10	Warrior	4	4	2A/2xS
11 - 12	Thief	4	4	S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.1 – RACE - DEMON (MAJOR)

DEMON (MAJOR) ATTRIBUTES
Hard as Nails: Able to count its first Obviously Dead result during the Adventure as a Carry On instead.

#	PROFESSION	REP[1]	ARMOR	WEAPON
2 - 4	Warrior [a]	6	6	2A/2S
5 - 7	Caster	6	6	S
8 - 9	Caster	7	6	S
10 - 12	Knight	7	6	2A/2S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep. (a) Cannot Cast Spells.

7.0.2 – RACE - DEMON (PETTY)

DEMON (PETTY) ATTRIBUTE
Eager: Count a +1d6 when rolling on the Charge into Melee Table.

#	PROFESSION	REP[1]	ARMOR	WEAPON
2 - 4	Thief	4	4	S
5 - 7	Warrior	5	4	2A/2xS
8 - 9	Warrior	6	6	2A/2xS
10 - 12	Thief	5	4	S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.3 – RACE - DWARF

DWARF ATTRIBUTE
Stout: Able to count its first Out of the Fight result during the Adventure as a -1 Rep instead if in melee or Duck Back if fired on.

#	PROFESSION	REP[1]	ARMOR	WEAPON
2	Healer	4	4	S
3	Paladin	5	6 & Sh	2A/S
4	Knight	5	6& Sh	2A/S
5	Shooter	4	4	CB
6	Warrior	4	2 & Sh	2A/S
7 - 9	Soldier	4	4 & Sh	SP
10 - 11	Thief	4	2	S
12	Caster	4	2	S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.4 - RACE - ELF

ELF ATTRIBUTE
Slippery: If lose a melee, the winner counts the Impact at 1 less.

#	PROFESSION	REP[1]	ARMOR	WEAPON
2	Healer	4	4	S
3	Paladin	5	6 & Sh	2A/S
4 - 5	Warrior	4	6 & Sh	2A/S
6 - 7	Shooter	4	4	CB
8 - 9	Shooter	4	2	B
10	Thief	4	2	S
11	Knight	5	6 & Sh	2S/S
12	Caster	5	2	S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.5 – RACE - FERAL VAMPIRE

FERAL VAMPIRE ATTRIBUTE
Poison: Each time the Feral Vampire wins a melee its opponent will reduce their Rep by one level. This loss in Rep can be recovered by taking the After the Fight Recovery Test. *If pass 1d6 on the After the Fight Recovery Test the character becomes a Feral Vampire.*

#	PROFESSION	REP(1)	ARMOR	WEAPON
2 - 3	Warrior	3	4	2xS
4 - 10	Warrior	4	4	2xS
11 - 12	Warrior	5	4	2xS

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.6 – RACE -GHOUL

GHOUL ATTRIBUTE
Infection: When the Ghoul scores a result of Out of the Fight the opponent is infected and will become a Ghoul unless it takes an After the Fight Recovery Test *with a Healer* and the Healer must pass its d6 roll.

#	PROFESSION	REP(1)	ARMOR	WEAPON
2 - 6	Warrior	3	2	S
7- 11	Warrior	4	2	S
12	Warrior	5	2	S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.7 – RACE - GOBLIN

GOBLIN ATTRIBUTE
Lightweight: Count Impact at 1 less when win a melee.

#	PROFESSION	REP(1)	ARMOR	WEAPON
2	Healer	4	4	S
3 - 6	Warrior	4	2 & Sh	SP
7	Warrior	4	4 & Sh	2A/SP
8 - 9	Shooter	4	2	B
10 - 11	Thief	4	2	S
12	Caster	4	2	S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.8 – RACE - HUMAN

HUMAN ATTRIBUTE
Resolute: Always score a minimum of 1 success when in melee.

#	PROFESSION	REP(1)	ARMOR	WEAPON
2	Healer	4	4	S
3	Paladin	5	6 & Sh	2S/S
4	Knight	5	6 & Sh	2S/S
5	Shooter	4	2	B/CB/SL
6 - 7	Soldier	4	4 & Sh	SP/S
8 - 9	Warrior	4	2 & Sh	2xS/SP
10 - 11	Thief	4	2	S/2xS
12	Caster	4	2	S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.9 – RACE - OGRE

OGRE ATTRIBUTE
Resilient: Able to count its first Obviously Dead result during the Adventure as a -1 Rep instead if in melee or Duck Back if fired on.

#	PROFESSION	REP(1)	ARMOR	WEAPON
2 - 3	Warrior	3	4	S/M
4 - 9	Warrior	4	4	2A/S/M
10 - 12	Warrior	5	4	2A/M

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.10 – RACE- ORC

ORC ATTRIBUTE
Rage: Counts +1 success when taking the Charge into Melee Test. Also count a bonus +1d6 when in Melee.

#	PROFESSION	REP(1)	ARMOR	WEAPON
2 - 4	Shooter	4	2	B
5 - 7	Warrior	4	2 & Sh	S/SP
8 - 9	Warrior	4	4 & Sh	S/SP
10 - 11	Knight	5	6 & Sh	2A/S
12	Caster	4	2	S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.11 – RACE - RATMAN

RATMAN ATTRIBUTE
Eager: Count a +1d6 when rolling on the Charge into Melee Table.

#	*PROFESSION*	*REP*[1]	*ARMOR*	*WEAPON*
2 - 3	Shooter	4	2	B/CB
4	Shooter	4	2 & Sh	SL
5	Thief	4	2	1/2xS
6 - 9	Warrior	4	2 & Sh	SP/S
10	Warrior	4	4 & Sh	2A/SP/S
11 - 12	Caster	5	2	S

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.12 – RACE - SKELETON

SKELETON ATTRIBUTE
Rebound: Count any result of -1 Rep as no effect. Immediately fight another round of melee.

#	*PROFESSION*	*REP*	*ARMOR*	*WEAPON*
2 - 12	Warrior	3	4	S/B/M

7.0.13 - RACE - TROLL

TROLL ATTRIBUTE
Strong: Counts +1 to Impact when win a melee and opponent counts a -1 to Impact when the Troll loses the melee.

#	*PROFESSION*	*REP*[1]	*ARMOR*	*WEAPON*
2 - 3	Warrior	4	4	2S/2A
4 - 9	Warrior	5	6	2S/2A
10 - 12	Warrior	6	6	2S/2A

(1) Roll 1d6. 1 = -1 to listed Rep, 6 = +1 to listed Rep.

7.0.14 – RACE - ZOMBIE

ZOMBIE ATTRIBUTE
Deathly Calm: Does not have to take the Crisis Test.

#	*PROFESSION*	*REP*[1]	*ARMOR*	*WEAPON*
2 - 12	Warrior	3	2	S

9.0 – ATTRIBUTES - CASTER

CASTER ATTRIBUTES
Cast Spells: The ability to cast Damage, Dazzle, and Defend Spells.

9.0.1 – ATTRIBUTES - HEALER

HEALER ATTRIBUTE
Healing: Able to help injured characters to heal at any time during the fight. The Healer must spend one full active turn in contact with the character. He can do nothing except attempt to Heal the character during that activation. The character takes the After the Fight Recovery Test using only 1d6 and the Healer rolls 1d6 versus its Rep. Determine how many d6 are passed based on the Rep of each character and immediately carry out the result.

9.0.2 – ATTRIBUTES - KNIGHT

KNIGHT ATTRIBUTE
Swordsman: When win a melee, the Knight can roll twice for damage, taking the best result.

9.0.3 – ATTRIBUTES - PALADIN

PALADIN ATTRIBUTE
Martyr: When the group decides to Flee, the Paladin will remain on the departed Dungeon Tile for one more round of melee, before re-joining the group.

9.0.4 – ATTRIBUTES - SHOOTER

SHOOTER ATTRIBUTE
Marksman: Able to use any Missile Weapon without penalty.

9.0.5 – ATTRIBUTES - SOLDIER

SOLDIER ATTRIBUTE
Duty: Always count as pass 2d6 when taking the Charge into Melee Table.

9.0.6 – ATTRIBUTES - THIEF

THIEF ATTRIBUTE
Secret Rooms and Traps: Able to roll to disarm a trap or find a Secret Room with 3d6 instead of 2d6, counting the two best scores.

9.0.7 – ATTRIBUTES - WARRIOR

WARRIOR ATTRIBUTE
Fanatic: Counts +2 successes when taking the Charge into Melee Test.

19.0 – CRISIS TEST

2		*CRISIS TESTS*		

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	*TESTER*	*PASS 2D6*	*PASS 1D6*	*PASS 0D6*
CRISIS* *If Leader is with the group, roll 3d6, counting the best 2 results.* *Potion of Courage +1d6*	*Caster*	*Received Fire:* Carry On. *Man Down:* Carry On.	*Received Fire:* Duck Back. *Man Down:* Carry On.	*All:* Flee.
	Healer	*Received Fire:* Carry On. *Man Down:* Carry On.	*Received Fire:* Duck Back. *Man Down:* Carry On.	*All:* Flee.
	Knight	*Received Fire:* Carry On. *Man Down:* Carry On.	*Received Fire:* Carry On. *Man Down:* Carry On.	*All:* Facing 3:1 or more – Flee. Otherwise, Carry On.
	Paladin	*Received Fire:* Carry On. *Man Down:* Carry On.	*Received Fire:* Carry On. *Man Down:* Carry On.	*All:* Facing 3:1 or more – Flee. Otherwise, Carry On.
	Shooter	*Received Fire:* Carry On. *Man Down:* Carry On.	*Received Fire:* Duck Back. *Man Down:* Facing 3:1 or more – Flee. Otherwise, Carry On.	*All:* Flee.
	Soldier	*Received Fire:* Carry On. *Man Down:* Carry On.	*Received Fire:* Carry On. *Man Down:* Facing 3:1 or more – Flee. Otherwise, Carry On.	*All:* Flee
	Thief	*Received Fire:* Carry On. *Man Down:* Carry On.	*Received Fire:* Duck Back. *Man Down:* Facing 3:1 or more – Flee. Otherwise, Carry On.	*All:* Flee.
	Warrior	*Received Fire:* Carry On. *Man Down:* Carry On.	*Received Fire:* Carry On. *Man Down:* Carry On.	*All:* Facing 3:1 or more – Flee. Otherwise, Carry On.

21.0 – CHARGE INTO MELEE

REP	CHARGE INTO MELEE
	(Looking for successes)

ATTRIBUTE	MODIFIER
Duty	Auto-pass 2dd
Eager	+1d6
Fanatic	+2 successes
Rage	+1 success
Star	+1 success
ARMOR OR CLOTHING	**MODIFIER**
Armor of Awareness	+1d6
Cloak of Stealth	+1d6
Sword of Rage	+1 success
CIRCUMSTANCE	**MODIFIER**
Active - Moved into the Battle Board	-1d6
Fleeing – Character is Fleeing when contact opponents.	-2d6
Outnumber – If one side has twice or more characters in the fight.	+1d6

#D6 PASSED	RESULT
Pass more than opponent.	In order: • Shooters fire. • Casters Cast. • Others charge into melee.
Same number as opponent.	Re-take Test.

23.3 - SHOOTING

2	SHOOTING
	(Taken vs. Rep)

#D6 PASSED	RESULT
2	*Hit.*
1	*Miss if:* • Firing at a shielded target or one wearing Phase Armor. • Non-Shooter shooting. ***Otherwise Hit.***
0	*Miss.*

- *Hit* – The target is hit.
- *Shielded* – The shielded target is missed.
- *Non-Shooter* – If Non-Shooter character firing a Missile Weapon.
- *Missed* – The target is missed.

23.5 – SHOOTING DAMAGE

1	SHOOTING DAMAGE
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
AC 6 Target	Count Impact at one lower.
AC 2 Target	Count Impact at one higher.
Armor of Protection	Count Impact at one lower.
Bow of Seeking	Roll twice counting best result.
Deflective Armor	Count Impact at one lower.
Strength Potion	Count +1 to Impact but not CB.

SCORE	RESULT
"1"	Target Obviously Dead
Impact or less, but not a "1".	Target is Out of the Fight.
Higher than Impact.	Target Ducks Back.

24.2 – MELEE COMBAT

REP	MELEE COMBAT
	(Looking for successes)
	A score of 1, 2, or 3 is a success

WEAPON	MOD
Mace versus Sword	-1d6
Sword of Rage	+1d6
Two-Handed Axe	-1d6
Two-Handed Sword	-1d6
Two weapons	+1d6
Unarmed – Not using a weapon	-1d6
ATTRIBUTE	**MOD**
Rage	+1d6
Resolute	Min. 1 success
CIRCUMSTANCE	**MOD**
Armor of Agility – Count as having Nimbler Attribute.	+1d6
Charge – If the character won the previous Charge into Melee Test.	+1d6
Dazzled – If affected by a Dazzle Spell.	-1d6
Duck Back – If Ducked Back last turn but couldn't move into a vacant square.	-1d6
Nimbler - Attacking an enemy that is wearing AC two levels higher you're your own. *Usually AC 2 versus AC 6.*	+1d6
Shielded - If being attacked while using a shield or Phase Armor.	+1d6

24.4 – MELEE DAMAGE

1	MELEE DAMAGE
	(Read result as rolled)

WEAPON	MOD
Two-Handed Axe	+2
Mace versus AC 6 Target	+1
Two-Handed Sword	+2
CIRCUMSTANCE	**MODIFIER**
Absorbing Undershirt	The winner counts the Impact at 1 less.
AC 6 Target	Count -1 to Impact.
AC 2 Target	Count +1 to Impact.
Armor of Protection	Count Impact at one lower.
Battle Axe of Virtue	Count +1 to Impact.
Dancing Sword	Roll twice counting best result.
Iron Cloak	Count AC at 1 higher but not greater than AC 6.
Strength Potion	Count +1 to Impact.
WINNER ATTRIBUTE	**MODIFIER**
Feral Vampire	Loser Rep reduced by 1.
Lightweight	Count Impact at 1 less.
Strong	Count Impact at 1 more.
Swordsman	Roll twice counting best result.
LOSER ATTRIBUTE	**MODIFIER**
Slippery	The winner counts the Impact at 1 less.
Strong	Winner counts Impact at 1 less.

SCORE	RESULT
"1"	Target Obviously Dead
Impact or less, but not a "1"	Target is Out of the Fight.
Higher than Impact.	Target suffers a loss of 1 point to its Rep (-1 Rep). Immediately fight another round of melee

27.0 – AFTER THE FIGHT

2	AFTER THE FIGHT RECOVERY
	(Taken vs. original Rep)

# D6 PASSED	RESULT
2	Out of the Fight recovers to original Rep.
1	Out of the Fight recovers to one lower than original Rep.
0	Out of the Fight dies from wounds.

28.3 – SPELL CASTING

2	**SPELL CASTING**
	(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Using Magic Item	+1 or more d6

# D6 PASSED	*RESULT*
2	***All Spells*** affect a number of targets equal to the *current* Rep of the Caster.
1	***Dazzle Spell*** affects a number of targets equal to the *current* Rep of the Caster. ***Other Spells*** affect a number of targets equal to half the *current* Rep of the Caster, rounded down.
0	***Dazzle Spell*** affects a number of targets equal to half the *current* Rep of the Caster, rounded down. Reduce the Caster's *current* Rep by one. ***Other Spells*** are not successfully cast. Reduce the Caster's *current* Rep by one.

28.4 DAMAGE SPELL

A successful Damage Spell causes the target to take an Impact 2 hit from shooting, regardless of AC.

28.5 DAZZLE SPELL

A successful Dazzle Spell causes the target to forfeit its next Activation and count as shieldless.

28.6 DEFEND SPELL

A successful Defend Spell allow the target to count as shielded for one round of melee or three shooting attacks. Already shielded targets count an additional +1d6.

28.7 – NPC SPELL CASTING

1	**NPC SPELL CASTING**
	(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Using Magic Item	+1 or more d6

# D6 PASSED	*ACTIVE*
1	***If outnumbered 2:1 or more:*** Cast Dazzle Spell. ***Otherwise:*** Cast Damage Spell.
0	***If outnumbered 2:1 or more:*** Cast Defend Spell. ***Otherwise:*** Cast Dazzle Spell.

29.1.1 – MAGIC – ARMOR

1/2	**ARMOR– WHAT IS IT?**
	(Read the 1ˢᵗ score as rolled to determine type of armor)
	(Add the next two together to see the effects)

1	*2*	*3*	*4*	*5*	*6*
AC 2	AC 2	AC 2	AC 4	AC 4	AC 6

#	*NPC*	*ARMOR*
2 - 3	3	***Armor of Resiliency*** – Once during each fight, the wearer of this armor will treat its first Out of the Fight result as a Duck Back if fired on or -1 Rep if in melee.
4 - 5	3	***Armor of Protection*** – This armor reduces the Impact of Ranged and Melee Weapons by 1.
6 - 7	3	***Armor of Agility*** – The wearer of this armor counts as having the Nimbler advantage in melee against all opponents, regardless of their AC.
8 - 9	3	***Deflective Armor*** – This armor reduces the Impact of Ranged Weapons by 1.
10 - 11	3	***Armor of Awareness*** – Allows the wearer to count a +1d6 when rolling on the Charge into Melee Table.
12	3	***Phase Armor*** – This armor allows the wearer to count as shielded but only when not using a shield.

29.1.2 – MAGIC – CASTING TOOL

2	CASTING TOOL – WHAT IS IT?
	(Add the scores together)

#	NPC	CASTING TOOL
2 - 3	4	*Wand of Blasting -* Allows the Caster to count a bonus +2d6 when Casting Damage Spells.
4	4	*Talisman of Restoration* – Once an adventure, the Talisman allows the Caster to recover lost Rep from failed Casting rolls. The Talisman has a Rep of 2 + 1/2d6. When a Caster wishes to use it, roll 2d6 versus the Talisman's Rep. • Pass 2d6 – Caster recovers 2 points of lost Rep. • Pass 1d6 – Caster recovers 1 point of lost Rep, but the Talisman loses 1 point of Rep. • Pass 0d6 – Talisman is spent and no longer has Magical Power.
5 - 6	3	*Wand of Brilliance -* Allows the Caster to count a bonus +2d6 when Casting Dazzle Spells.
7 - 8	3	*Caster Wand -* Allows the Caster to count a bonus +1d6 when Casting Spells.
9 - 10	3	*Caster Ring* – Allows the Caster to count a bonus +1d6 when Casting Spells.
11 - 12	4	*Staff of Healing -* Allows the Caster to count as if a Rep 5 Healer. Can only be used once per day.

29.1.3 – MAGIC – CLOTHING

2	CLOTHING – WHAT IS IT?
	(Add the scores together)

#	NPC	CLOTHING
2 - 3	3	*Boots of Speed -* Allows the wearer to take the Fast Move Test with 3d6, counting the best 2 results. *Cannot be used if wearing AC 6.*
4 - 5	3	*Cloak of Stealth* – Allows the wearer to count a +1d6 when rolling on the Charge into Melee Table.
6 - 7	3	*Hard Shirt* – Allows the wearer to count as if wearing AC 4.
8 - 9	3	*Absorbing Undershirt -* This undershirt causes the winning opponent to count 1 success less when winning a melee versus the wearer. Can only be combined with AC 2 or AC 4.
10 - 11	3	*Iron Cloak* – Allows the wearer to count one AC higher than its actual AC, but never higher than AC 6.
12	3	*Shirt of Resiliency* – Once during each fight, the wearer of this shirt will treat its first Out of the Fight result as a Duck Back if fired on or -1 Rep if in melee.

29.1.4 – MAGIC – WEAPON

2	WEAPON – WHAT IS IT?
	(Add the scores together)

#	NPC	WEAPON
2 - 3	4	*Bow of Seeking–* This bow allows the user to roll twice when rolling for Shooting Damage, counting the best result.
4 - 5	4	*Dancing Sword* – This sword allows the user to roll one additional time for Melee Damage, counting the best result.
6 - 7	3	*True Arrows* – 3 + 1/2d6 arrows for a bow that increase its Impact to 3.
8 - 9	3	*Battle Axe of Virtue -* This Two-Handed Axe allows the user to count Impact at one higher when winning a Melee.
10 - 12	4	*Sword of Rage:* Counts +1 success when taking the Charge into Melee Test. Also count a bonus +1d6 when in Melee.

29.1.5 – MAGIC – POTION

2	POTION – WHAT IS IT?
	(Add the scores together)

#	NPC	*POTION*
2 - 3	3	*Rage:* Counts +1 success when taking the Charge into Melee Test. Also count a bonus +1d6 when in Melee. Effects last for one fight. *Can only be used 1/2d6 times.*
4 - 5	3	*Courage –* Allows the user to count a bonus +1d6 when taking any Crisis Test during one fight. *Can only be used 1/2d6 times.*
6 - 7	3	*Healing -* This potion counts as if a Rep 5 Healer. *Can only be used 1/2d6 times.*
8 - 9	3	*Eager -* This potion allows the user to count as if having the Eager Attribute, +1d6 when rolling on the Charge into Melee Table. *Can only be used 1/2d6 times.*
10 - 11	3	*Strength -* Allows the user to count its Impact 1 higher when winning a melee. Also allows the user to increase the Impact of its missile weapon by 1, but not if using a crossbow. Effects last for one fight. *Can only be used 1/2d6 times.*
12	3	*Speed –* Allows the wearer to take the Fast Move Test with 3d6, counting the best 2 results. *Can only be used 1/2d6 times.*

29.3 – NPC MAGIC ITEMS

1	NPC MAGIC ITEMS
	(Read the result as rolled)

CIRCUMSTANCE	*MODIFIER*
Each point of Rep of the NPC	+1

#	*RESULT*
4	Potion
5	Potion
6	Clothes
7	Clothes
8	Weapon
9	Weapon
10	Armor
11	Weapon & Armor
12	Weapon & Armor
13	Potion, Weapon & Armor
14 or more	Potion (2), Weapon & Armor

34.1 – BIG BAD

2	BIG BAD
	(Add the scores together.)

#	REP 4	REP 5	REP 6+
2	Troll	Demon, Petty	Demon, Major
3	Troll	Demon, Petty	Demon, Major
4	Ogre	Troll	Demon, Major
5	Feral Vampires	Ogre	Demon, Petty
6	Orc	Feral Vampires	Demon, Petty
7	Orc	Orc	Demon, Petty
8	Ghoul	Orc	Troll
9	Goblin	Ghoul	Troll
10	Goblin	Beastman	Beastman
11	Ratman	Goblin	Ogre
12	Ratman	Ratman	Feral Vampires

34.3 – REASON WHY

1	REASON WHY
	(Read the result as rolled)

#	REASON
7 or less	Explore.
8	Treasure.
9	Rescue.
10+	Kill the Big Bad.

37.0 – SECRET ROOMS

2	SECRETS ROOMS
	(Add the results together)

#	RESULT
2	Dungeon vermin.
3	Dungeon vermin.
4	The dungeon continues on.
5	Boneyard.
6	Challenge.
7	The dungeon continues on.
8	Challenge.
9	The dungeon continues on.
10	Boneyard.
11	Dungeon vermin.
12	Dungeon vermin.

37.1.1 - BONEYARD

1	BONEYARD
	(Read the result as rolled)

#	RESULT
1	Trap.
2	Trap.
3	Skeletons.
4	Skeletons.
5	Zombies.
6	Empty.

37.1.4 – TRAP

2	TRAP!
	(Taken vs. Rep)

# D6 PASSED	RESULT
2	The trap is disarmed.
1	Immediately re-take the test counting a result of pass 1d6 as pass 0d6.
0	The trap is sprung and the character takes damage from a missile with an Impact equal to this level of the dungeon. AC will modify the damage!

37.1.6 - CROSS OVER

2	CROSS OVER
	(Taken versus Rep)

#D6 PASSED	RESULT
2	*Make it safely across!* You are on the other side and can "help" the next character coming over.
1	*Help!* You slip, but if there is a character in front of you (1 – 3), or behind you (4 -6), he can help. Roll 1d6 versus its Rep: • *Pass 1d6:* He helps, and you make it across. • *Pass 0d6:* He misses. Go below to pass 0d6.
0	*Fall to your doom!* Immediately roll for Shooting damage with an Impact 4 hit. If you survive take a Cross Over Test when next active to climb back to where you started. Other characters can take this test to go down to you if needed.

38.0 – DUNGEON GENERATION

2	DUNGEON GENERATION
	(Add the results together)

#	DUNGEON TILE
2	Dead end. Search for Secret Room (37.0).
3	Room. Search for Secret Room (37.0).
4	"T" corridor going left and right. If previous roll was "T" corridor, then count as Room.
5	Left turn. If previous roll was left turn, then count as Corridor.
6	Room. Search for Secret Room (37.0).
7	Corridor.
8	Room. Search for Secret Room (37.0).
9	Right turn. If previous roll was right turn, then count as Corridor.
10	Four-way intersection going off in all directions. If previous roll was four-way intersection, then count as Room.
11	Stairs.
12	Room. Search for Secret Room (37.0).

39.4 – PEF RESOLUTION

2	PEF RESOLUTION
	(Taken versus Target Number of 4)

#D6 PASSED	RESULT
2	***Contact!*** ***If doubles are not rolled*** go to the What Are They Table (39.7). ***If doubles are rolled*** you have triggered a Trap (37.1.4).
1	***Something is definitely out there***. Resolve the next PEF using 3d6 instead of 2d6.
0	***Nothing but nerves.***

39.6 - HOW MANY?

1	HOW MANY?
	(Read the result as rolled)

#	RESULTS
1	1 more than your group. [1]
2	1 less than your group, but never less than 1.
3	2 more than your group. [1]
4	2 less than your group, but never less than 1.
5	3 more than your group. [1]
6	3 less than your group, but never less than 1.

(1) If you ran into the Big Bad, just add Minions to reach the number of opponents you encountered.

39.7 – WHAT ARE THEY?

2	WHAT ARE THEY
	(Taken vs. the dungeon level you are on)

# D6 PASSED	RESULT
2	***It's the Big Bad*** if you haven't met him yet. If you have, it's his Minions. Now find out who they are (39.8).
1	***Minions!*** Now find out who they are (39.8).
0	***If doubles are rolled*** you've run into a Rival Adventurer Party (39.9). ***If doubles are not rolled*** its Minions. Now find out who they are (39.8).

39.8 - *MINIONS*

1	MINIONS
	(Read the result as rolled)

BIG BAD	1	2 - 4	5	6
Demon, Major	Zombie	Ghoul	Petty Demon	Skeleton
Demon, Petty	Goblin	Ghoul	Zombie	Skeleton
Feral Vampire	Ghoul	Ogre	Feral Vampire	Feral Vampire
Ghoul	Ogre	Goblin	Ghoul	Feral
Beastman	Ratman	Beast [(1)]	Beast	Ghoul
Goblin	Goblin	Goblin	Orc	Ogre
Ogre	Goblin	Ghoul	Orc	Ogre
Orcs	Goblin	Orc	Orc	Ogre
Ratman	Ratman	Ratman	Ghoul	Ogre
Troll	Goblin	Orc	Ogre	Troll

(1) Beastman.

39.9 - *RIVALS*

2	RIVALS
	(Read the result as rolled)

#	RESULTS
2	*Human* - 2 less than your group, but never less than 1.
3	*Human* - 3 less than your group, but never less than 1.
4	*Human* - 3 more than your group.
5	*Human* - 2 more than your group.
6	*Human* - 1 less than your group, but never less than 1.
7	*Human* – same number as your group.
8	*Human* - 1 more than your group.
9	*Dwarf* - 1 less than your group, but never less than 1.
10	*Elf* - 1 less than your group, but never less than 1.
11	*Elf* - 1 more than your group.
12	*Dwarf* - 2 more than your group.

39.9.1 – *TALK THE TALK*

REP	TALK THE TALK
	(Looking for successes)

# SUCCESSES	RESULT
Scored more than the player.	***Rival party attacks!*** Go to the Battle Board with the player counting as active.
Scored same or less than player.	***Rivals outnumbered by 3:1 or more*** will offer to join the player. ***Otherwise*** exchange pleasantries and leave.

40.0 - *TREASURE*

1	TREASURE
	(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
If in the Treasure Room - each point of Big Bad Rep, whether you have met him or not.	+1

#	RESULT
1 or 2	Nothing
3	Bronze Coins (1/2d6)
4	Bronze Coins (3)
5	Potion (1)
6	Bronze Coins (1/2d6) Weapon (1)
7	Bronze Coins (1/2d6) Clothes(1)
8	Potion (2) Armor (1) Weapon (1)
9	Bronze Coins (3 + 1/2d6) Potion (3) Clothes (1) Weapon (1)
10	Potion (3) Clothes (1) Weapon (1) Armor (1)
11	Bronze Coins (2d6) Potion (3) Clothes (1) Weapon (2) Armor (1) Casting Tool (1)
12	Potion (4) Clothes (1) Weapon (2) Armor (2) Casting Tool (1)
13	Silver Coins (3+1/2d6) Potion (5) Clothes (2) Weapon (3) Armor (3) Casting Tool (2)
14 or more	Gold Coins (1/2d6) Potion (6) Clothes (2) Weapon (4) Armor (3) Casting Tool (3)

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