

### INTRODUCTION

Since *2 Hour Dungeon Crawl* has come out we've made some minor tweaks based on feedback from players and added some new mechanics that were popular in our newer titles.

If you already own *2 Hour Dungeon Crawl* with the 2014 copyright, don't worry. The following 2 pages explain how these changes can affect your current version. You do not need them as your current version works just fine! But if you want to, you can choose to use some or all. Thanks for your support and ....

#### **JUST PLAY THE GAME!**

Ed Teixeira 03/22/2015

#### **20.0 – KNOCK DOWN TEST**

*Knock Down* as been deleted. Instead use:

*Shooting Damage* – Knocked Down has become Duck Back (18.3.1).

*Melee Damage* – Knocked Down has become -1 to Rep, immediately refight a round of melee.

*Knock Down Test* – Has been deleted.

#### **24.5 – DETERMINING DAMAGE**

3<sup>rd</sup> Bullet Point now says –

- Modify the Impact by the AC of the target. *If the Impact is reduced to “0”, the target automatically Ducks Back.*

#### **24.6.1 – KNOCKED DOWN**

Now says –

#### **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.

#### **25.3 DAMAGE FROM MELEE**

2<sup>nd</sup> Bullet Point now says –

- 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.*

#### **35.1 THE BIG BAD**

Now add –

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.

#### **38.1.7 DUNGEON VERMIN**

1<sup>st</sup> Bullet Point now says –

- The two characters that entered the room roll for Shooting Damage with an Impact of 1.

## **TABLE CHANGES**

### **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.

### **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.

### **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.

### **7.0.12 – RACE - SKELETON**

#### **SKELETON ATTRIBUTE**

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

### **24.5 SHOOTING DAMAGE**

New results table – same modifiers.

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.

### **25.4 MELEE DAMAGE**

New results table – same modifiers.

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

### **30.1.1 MAGIC – ARMOR**

**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.

### **30.1.3 MAGIC - CLOTHING**

**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.

### **38.1.6 CROSS OVER CHALLENGE TABLE**

0d6 now says –

0	<b>Fall to your doom!</b> 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.
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