



# THE UNDERCITY

AN IRON KINGDOMS ADVENTURE BOARD GAME

**RULEBOOK**

# OVERVIEW

## THE GAME

*The Undercity* is a game of heroic adventure set beneath the Cygnaran city of Corvis in the Iron Kingdoms. Your band of mercenary heroes—part of the infamous Black River Irregulars—has been hired by the shorthanded City Watch to help investigate recent crimes, but you soon uncover a sinister conspiracy. It will be up to you to make sure the heroes get to the root of this new subterranean threat.

Players must work as a team, utilizing each hero's strengths and some lucky dice rolls, to overcome villains and achieve their goals. *The Undercity* is best played as a full campaign, with each of seven chapters bringing the heroes ever closer to the source of the danger lurking under Corvis. As the heroes progress through the campaign, they gain valuable experience that allows them to expand their abilities and acquire new tools for tackling the next challenge.

This **rulebook** describes the elements of the game, general game setup, and the structure of rounds and turns. The **campaign guide** provides information about moving through a complete campaign, including what to do between chapters, as well as specific rules and scenarios for each chapter.

## THE IRON KINGDOMS

Dominated by humans but populated by all manner of fantastic races and exotic beasts, the Iron Kingdoms is a place where the power and presence of gods are beyond dispute and where conflict is a constant. A blend of magic and technology called *mechanika* has transformed both industry and warfare. Steam-powered automatons walk the city streets and perform heavy labor, while their more advanced counterparts, designed for war, take to the battlefields alongside mud-spattered soldiers.

An industrial revolution has reshaped the cities of the Iron Kingdoms, with smoke-belching factories built alongside sooty alchemist's shops. Firearms are increasingly common, valued even more than a sharp blade or a heavy axe, though each weapon has its place. A sharp divide between rich and poor has forced have-nots to scabble for any advantage, sometimes finding it in an alchemist's beaker, a nine-foot-tall ogrun bodyguard, or rune-inscribed bullets. Those lucky enough to be born with the gift of magic—particularly the rare few with the talent to control steamjacks or to combine sorcerous power with gunplay—have a decided edge over the rest.

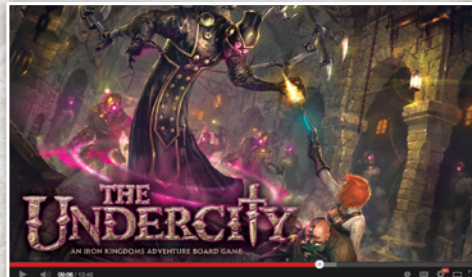
Talented mercenaries are always in demand in the Iron Kingdoms. Such men and women leverage their neutrality as well as their martial skills to earn a living, and the wealthy southern kingdom of Cygnar offers them an abundance of opportunity.

## CORVIS AND THE UNDERCITY

The city of Corvis is a thriving industrial hub that has attracted its share of criminals. Along with humans, myriad other races call Corvis home, including durable trollkin, hulking ogrun, nimble gobbers, and shrewd and inventive dwarves. The Undercity itself is a sprawling second city below Corvis. The more recently built tunnels are host to smugglers' dens, fighting pits, illicit marketplaces, and safe houses, while older passages can lead to quiet crypts abandoned for centuries.

# STOP!

Before you read the rulebook, watch the **UNDERCITY TUTORIAL VIDEO** and see the game in action!



[PRIVATEERPRESS.COM/VIDEOS/UNDERCITY](http://PRIVATEERPRESS.COM/VIDEOS/UNDERCITY)

## COMPONENT LIST

### GENERAL

- 4 Character Sheets
- 1 Game Board
- 16 Map Tiles
- 1 Clock Tile
- 1 Treasury Tile
- 1 Villain Reference Sheet
- 6 White Dice
- 2 Black Dice

### PLASTIC FIGURES

- 4 Heroes
- 1 Light Steamjack
- 10 Sword Thugs (5 red, 5 blue)
- 8 Crossbow Thugs (4 red, 4 blue)
- 8 Drudges (4 red, 4 blue)
- 2 Gobber Cutthroats (1 red, 1 blue)
- 2 Heavy Jacks (1 red, 1 blue)
- 2 Ogrun Brutes (1 red, 1 blue)
- 2 Rhulic Mercs (1 red, 1 blue)
- 2 Trollkin Scouts (1 red, 1 blue)
- 1 Cephalix
- 1 Monstrosity
- 1 Ringleader

### RULEBOOK

### CARDS

- 64 Ability Cards
- 22 Event Cards
- 48 Feat Cards
- 24 Side Quest Cards
- 34 Villain Action Cards
- 11 Villain Stat Cards

### TOKENS AND MARKERS

- 38 1-XP Tokens
- 28 5-XP Tokens
- 4 Alchemical Restorative Tokens
- 6 Index Tokens
- 80 Wound Tokens
- 12 Wreck Tokens
- 4 Collapse Markers
- 2 Flash Markers
- 1 Hook Marker
- 4 Objective Markers
- 2 Open/Closed Markers
- 14 Passage Markers
- 1 Patrol Marker
- 6 Smoke Markers

### CAMPAIGN GUIDE

## FACING INDICATORS

The miniatures included in *The Undercity* have lines on their bases that indicate their facing, but they are not used in this game. These figures can also be used in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, where the facing indicators do come into play. For more information on the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, visit [privateerpress.com](http://privateerpress.com).

# COMPONENT DESCRIPTIONS

## Plastic Figures

Highly detailed plastic figures represent the heroes and villains on the game board.



## Character Sheets

Each hero's character sheet shows the character's stats, weapons, and abilities as well as the figure that represents the hero on the board.



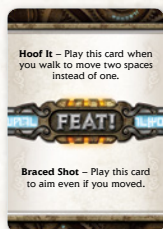
## Ability Cards

Each hero has a deck of sixteen Ability cards that can be purchased with XP to expand the hero's capabilities.



## Feat Cards

Each hero has a deck of twelve Feat cards that can be used to gain advantages during a turn.



## Wound Tokens

Wound tokens are used to track damage to heroes and certain villains. When a character takes damage, one or more wound tokens are flipped from the red side to the black side.



## Wreck Tokens

Wreck tokens are used to track damage to a steamjack. When Doorstop takes damage, its wreck tokens are flipped from the red side to the black side.



## XP Tokens

XP tokens represent the experience gained by the heroes over the course of a campaign.



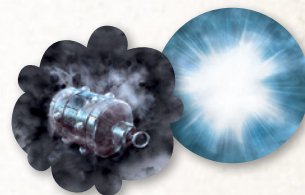
## Alchemical Restorative Tokens

Each of these tokens represents a container of an alchemical substance that a hero can use to revive another hero.



## Smoke and Flash Markers

These markers track the effects of the alchemist Milo Boggs' grenades.



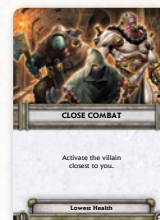
## Villain Reference Sheet

Players can use this sheet as a quick reference for spawning and activating villains.



## Villain Action Cards

Villain Action cards determine how villains activate during a round.



## Villain Stat Cards

Villain Stat cards provide the stats, weapons, abilities, and tactic icons for each type of villain in the game.



## Index Tokens

These tokens are used to determine which villains spawn at the beginning of a player's turn and which villains have priority when activating.



## Game Board

The game board has fifty-four spaces where map tiles can be placed to create the unique map for each chapter.



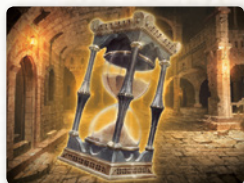
## Map Tiles

Map tiles represent the different elements and features of the Undercity, such as walls, gates, and cave-ins.



## Clock Tile

The Clock tile is used in some chapters to trigger events.



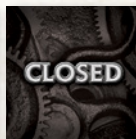
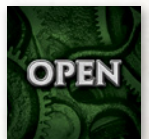
## Treasury Tile

The Treasury tile stores all of the XP tokens earned by the heroes during a chapter.



## Open/Closed Markers

These markers will be used in future campaigns.



## Dice

Players roll six-sided dice to determine various outcomes during a game.



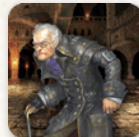
## Passage Markers

Passage markers indicate where villains spawn and where heroes can exit the map.

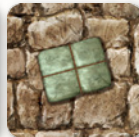


## Objective Markers

These markers track the progress of objectives in some chapters.



AMBROSE



PACKAGE



DEAD BODY



CAPTIVES



PROCESSOR

## Collapse Markers

These markers show where a fissure on the map has collapsed.



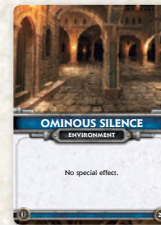
## Hook and Patrol Markers

These markers are used for specific effects in some chapters of the campaign.



## Event Cards

An Event card is drawn at the beginning of each round to trigger specific effects, actions, and/or conditions for the round.



## Side Quest Cards

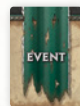
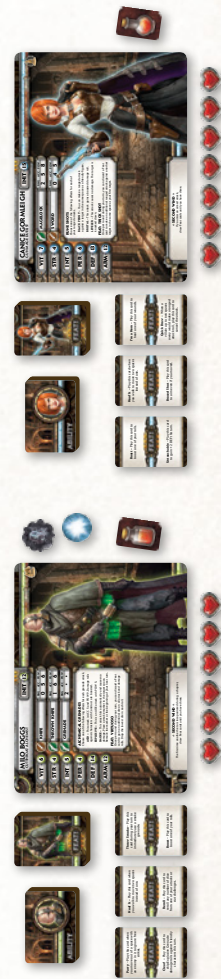
Side Quest cards offer the heroes optional secondary objectives beyond a chapter's primary goal. For more on Side Quests, see pp. 4–5 in the campaign guide.



# BOARD SETUP

THIS EXAMPLE SHOWS THE GAME SETUP FOR CHAPTER 1: BODY OF EVIDENCE.

## VILLAIN RESERVES



VILLAIN ACTION CARDS

TREASURY

EVENT CARDS



= HERO STARTING LOCATION



XP BANK

# GAME SETUP

Follow these steps to set up the game for a chapter.

1. **Choose Heroes:** Each player chooses a hero to play. If all players do not agree, each player rolls a die. The player with the highest roll chooses a hero first, followed by the other players in descending order. Each player takes the figure for the chosen hero as well as the Feat deck, Ability deck, and character sheet for that hero.

*The Undercity* can be played by two, three, or four players. **With two players, each player controls two heroes. With three or four players, each player controls one hero.**

Pog and Doorstop are controlled by one player using a shared character sheet. For more on playing Pog and Doorstop, see p. 14.

2. **Prepare Wound and Wreck Tokens:** At the beginning of a campaign, each player takes a number of wound tokens equal to the chosen hero's Vitality stat and places them next to the character sheet with the red side up. A player playing Pog and Doorstop takes the ten wreck tokens as well and places them next to the character sheet with the red side up.
3. **Prepare the Feat Decks:** Each player shuffles his hero's Feat cards to form his Feat deck, then draws three Feat cards and places them face up next to the character sheet.
4. **Take Alchemical Restorative Tokens:** Each hero (except Doorstop) starts with one Alchemical Restorative token with its Full side up. For more on alchemical restoratives, see p. 17 of this rulebook and p. 23 of the campaign guide.
5. **Set Up the Villain Reserves:** The setup section of each chapter shows which villains to use and how to arrange the Villain Stat cards, index tokens, and villain figures.
6. **Assemble the Map:** Refer to the chapter map in the campaign guide. Each chapter has specific setup instructions and objectives. When placing villains on the map, take the figures from the villain reserves. Place the hero figures as indicated by the hero icon ★ on the map.
7. **Set Up the Side Quests:** Most chapters include Side Quest cards. For more on setting up and using Side Quests, see pp. 4–5 in the campaign guide.
8. **Prepare the Event Deck:** Shuffle the cards listed for the chapter to form the Event deck.
9. **Prepare the Villain Action Deck:** Shuffle the cards listed for the chapter to form the Villain Action deck.
10. **Prepare the XP Bank:** Sort the XP tokens and place them near the Treasury tile.

## VILLAIN RESERVES



Each chapter's villain reserves diagram shows the figures and cards to include in the reserves and where to place the index tokens, as in this example from chapter 1. The faded figures are villains that are taken from the reserves and placed on the map during setup.

## HERO ABILITY CARDS

Each hero has a deck of cards that represents the skills and abilities the hero can learn over the course of a campaign. Players can use XP to purchase Ability cards between chapters. Heroes begin a campaign with 0 XP and no Ability cards, so these cards are not used in chapter 1. For more on Ability cards, see "Character Progression" on p. 23 of the campaign guide.

# MAP SPACES, TILES, AND DISTANCE

The game board is divided into fifty-four **spaces**. For each chapter's map, tiles and markers are placed in these spaces to represent doors, walls, and other details of a specific section of the Undercity.

The characteristics of spaces affect how distance is calculated on the game board as well as characters' movement (p. 14).

A space can have open sides or walled sides. An **open side** is a side without a wall created by a map tile. If a tile on the map creates a wall along a side, it is a **walled side**. A space with a wall on every side is an **obstruction space**.

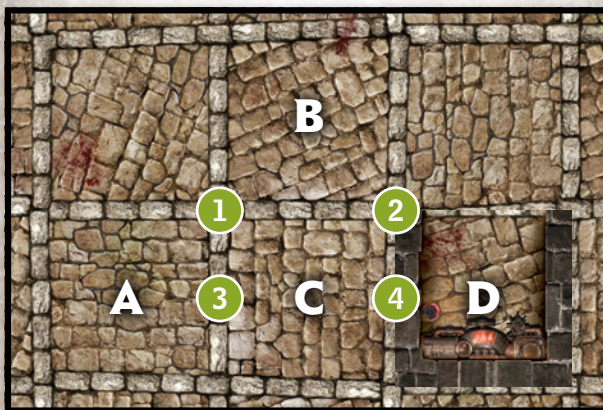
Two spaces are **connected** if they share an open side or an open corner, which is a corner that is not part of any wall.

To calculate **distance** on the board, count the number of *connected* spaces along the most direct path between one space and another. (Obstruction spaces are not connected to other spaces, so they are never counted when calculating distance.)

If an ability or effect applies to all characters within a specified distance of its source, the effect includes the space the source is in.



## CONNECTED SPACES



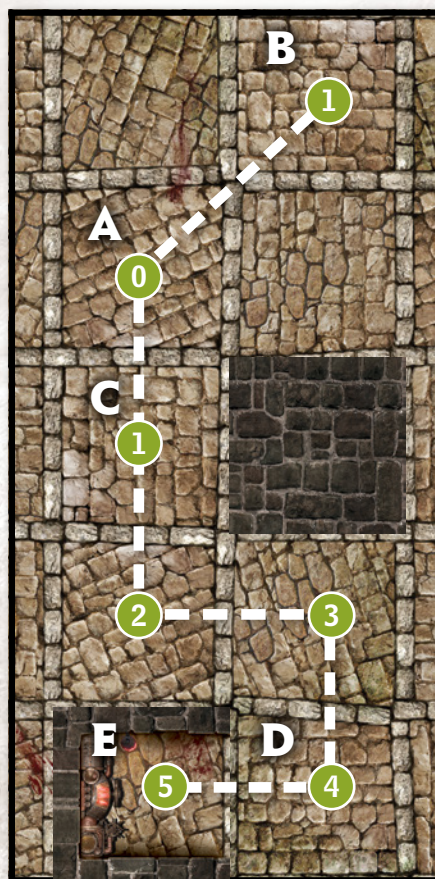
Corner 1 is open, so spaces A and B are connected.

Corner 2 is not open because it is part of a wall, so spaces B and D are not connected.

Side 3 is open, so spaces A and C are connected.

Side 4 is a wall, so spaces C and D are not connected.

## DISTANCE



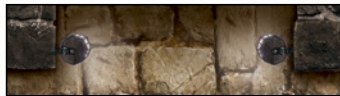
Spaces B and C are both one space away from space A. Space D is four spaces away from space A, and space E is five spaces away.

# MAP ELEMENTS

Map tiles are placed on the game board to create different types of spaces. A space without a tile represents a clear area.

## PASSAGE

A space with a passage marker is a passage space, which represents an entrance or exit point for characters. Each passage marker has a number or a range of numbers on it. These numbers are used when spawning villains (p. 12) and for other rules in the game.



**PASSAGE MARKER**

## OBSTRUCTION

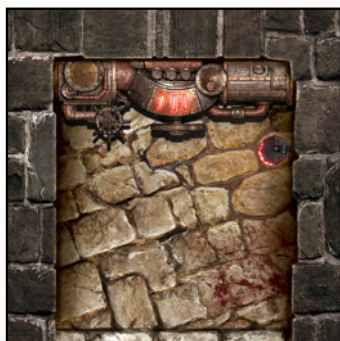
An obstruction space has a wall on every side. A character cannot move into or through an obstruction space.



**OBSTRUCTION SPACE**

## CONTROL

A control space represents a mechanism that controls another element on the map, such as a gate. If a chapter includes a control space, the chapter rules explain how the control space functions.



**CONTROL SPACE**

## FISSURE

A fissure space is walled on all sides but has a narrow fissure or crack that runs from one side to the opposite side. Small-based characters can move into and through a fissure, but medium- and large-based characters cannot. A character cannot charge when moving into, through, or out of a fissure space (see "Movement" on p. 14). A small-based villain can move into a fissure space during its activation only if there is no other possible path to the target.

After completing a move that takes a character out of a fissure space, roll a die. On a roll of 4–6, the fissure collapses. Place a collapse marker on the space and make a hazard roll (p. 11) for every character in the collapsed fissure space.

Characters cannot move into a fissure space with a collapse marker. A character in a space that shares a side with any side of a collapsed fissure space can attempt a STR 13 challenge to reopen the fissure. If the roll is successful, remove the collapse marker. A fissure space can collapse and be reopened multiple times.

A fissure space is treated as an obstruction space when determining distance for ranged attacks.



**FISSURE SPACE**

## STAIRWELL

A stairwell space represents a connection to a lower level of the Undercity. If a chapter includes stairs, the chapter rules explain how they function.



**STAIRWELL SPACE**

## OPEN GATE/CLOSED GATE

A gate space is represented by a two-sided map tile. Each side shows two walled sides, one open side, and one side representing a gate that is either open or closed. When a gate opens or closes, the tile is simply flipped to the appropriate side. A closed gate is treated as a wall.

In chapters that include a gate space, the rules state whether the gate is open or closed at the beginning of the chapter and explain how to open and close it.



**CLOSED GATE SPACE**



**OPEN GATE SPACE**

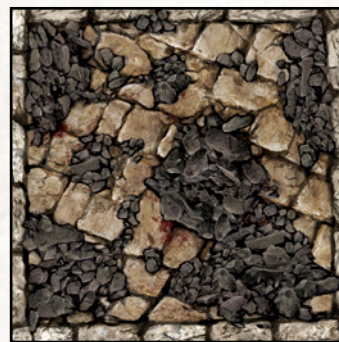
## LOOSE ROCKS/CAVE-IN

A loose rocks/cave-in space is represented by a two-sided map tile. A loose rocks space can be attacked, is automatically hit by ranged and melee attacks, and has ARM 16. If a loose rocks space is damaged, it becomes a cave-in space. Flip the tile over to its cave-in side and make a hazard roll (p. 11) for all characters in the space.



**LOOSE ROCKS SPACE**

A cave-in space is rough terrain (p. 14). A character in a cave-in space gains cover (+2 DEF against ranged attacks).



**CAVE-IN SPACE**

## OTHER

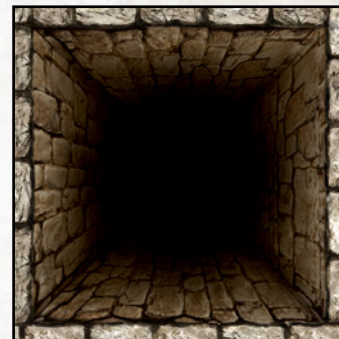
These tiles will be used in future chapters.



**CISTERN**



**COLLAPSED FLOOR**



**PIT**

# CHARACTERS

All characters in *The Undercity*, both heroes and villains, have stats and abilities that determine what they can do. Hero stats and abilities are listed on the character sheets. Stats and abilities for villains are on the Villain Stat cards, with the regular version of the villain on one side and the epic version on the other.

## CHARACTER SHEETS



1. Character Name
2. Initiative
3. Character Stats
4. Weapon Stats
5. Abilities
6. Second Wind Ability

## VILLAIN STAT CARDS



1. Villain Name
2. Villain Stats
3. Weapon Stats
4. Villain Abilities
5. Tactic Icons (pp. 18–19)

## STATS

Seven character stats define the basic qualities and capabilities of each character. These stats are used when determining the success or failure of a variety of actions and challenges while playing a chapter. The higher the number, the better the stat.

**Initiative (INIT):** The order in which the characters take their turns. The hero with the highest Initiative takes the first turn, followed by the other characters in descending order. Some campaign chapters also have special villains or other non-player characters that use an Initiative stat for activation (see p. 19).

**Vitality (VIT):** A character's capacity for enduring the bruises, scrapes, and battered nerves that come with combat. All heroes, and some villains, have tokens that represent their Vitality. A character's **Health** is the number of wound tokens currently red side up. Villains and living heroes use **wound tokens** to track Health. Non-living heroes (such as Doorstop) use **wreck tokens**.

**Strength (STR):** A character's physical prowess.

**Intellect (INT):** A character's wits, powers of deduction, and speed of thought.

**Perception (PER):** A character's attention to detail and awareness of the surroundings.

**Defense (DEF):** A measure of how difficult it is to hit the character with an attack.

**Armor (ARM):** A measure of how difficult it is to damage the character.

## ABILITIES

Stats establish a character's fundamental attributes, but it's the character's abilities that determine specific talents and areas of expertise. Heroes begin the campaign with only the abilities listed on their character sheet. As they gain experience over the course of the campaign, they can acquire more abilities.

Each character sheet also lists a **second wind** ability that can help the hero prevail when something goes wrong. For example, Canice's second wind ability allows her player to replenish her Feat cards if she misses an aimed attack.

## BASE SIZE



A model's base size—small, medium, or large—reflects the physical size and mass of the character. Most human-sized characters have small bases. Bigger creatures and light steamjacks usually have medium bases, and very big creatures and heavy steamjacks have large bases.

# ROLLING THE DICE

Players use six-sided dice to resolve most actions in the game, such as when attacking a villain or attempting to reopen a fissure.

## ROLLS AND MODIFIERS

A standard roll involves two six-sided dice, abbreviated as 2d6. Some special rolls require only one die, abbreviated as d6.

Rolls often have modifiers that add or subtract from the total rolled. Any modifiers are shown in the rules after the die roll notation. For example, a Strength roll is described as "2d6 + STR + modifier." This means "roll two dice and add the character's Strength stat and any relevant modifier to the result."

**If a rule causes something to happen automatically, such as an attack that automatically hits or misses, no dice roll is necessary.**

If a rule causes an attack to automatically hit and another rule causes it to automatically miss, the automatic hit takes precedence.

## BOOSTING A ROLL

Some rules and abilities allow a player to **boost** a roll, which adds one extra die to the roll. For example, when a standard 2d6 roll is boosted, the player rolls three dice (3d6). A player who wants to boost a roll must declare it before rolling any dice.

Only one die can be added to a roll by boosting, though additional dice can be added as a result of other abilities or circumstances (see next section).

When an attack affects more than one character, each attack roll and damage roll must be boosted separately.

Hazard rolls, villain spawning rolls (p. 12), and other nonstandard rolls cannot be boosted.

*EXAMPLE: Gardek Stonebrow charges, then hits a crossbow thug with his first attack. The charge gives him a boosted damage roll, so he rolls three dice (3d6) for damage against the thug instead of the normal two.*

## ADDITIONAL DICE AND DROPPED DICE

Sometimes a special ability or circumstance adds an **additional die** to a character's roll. Adding an additional die is not considered boosting. Any number of additional dice can be added to a roll as long as each is granted by a different rule or ability.

*EXAMPLE: Canice Gornleigh attacks a cephalyx with her magelock pistol. She plays a Feat card to boost the attack roll from 2d6 to 3d6. She also uses her Rune Shot: Accuracy ability, which grants an additional die on the attack roll, allowing her to roll 4d6 on the attack roll.*

Sometimes a special ability or circumstance requires a character to **drop** one or more dice from the result of a roll. Remove any dropped dice before calculating the roll total. For example, the Event card Clumsy Thugs adds a die to all attack rolls made by thugs during the round, but the highest die from each roll is dropped.



### WHY TWO COLORS?

Players can use the two colors of dice provided with the game to speed up certain rolls. For example, when rolling to spawn villains (p. 12), a player can roll a black die and a white die together, designating one color as the type of villain and the other as the spawning location before rolling.

## REROLLS

Some abilities and Feat cards allow a character to reroll some or all dice from a roll. A reroll occurs before applying any effects triggered by the previous roll, and the result of a reroll completely replaces the previous result. For example, if a character is hit by an attack roll but the attacker rerolls and misses, the character is missed instead.

A roll can be rerolled more than once if the character has multiple rerolls available. For example, if a player has two Feat cards that grant a reroll and he is not satisfied with the result of the first reroll, he can play the second card to reroll again. Resolve all rerolls before applying any effects of the roll.

## HAZARD ROLLS

A **hazard roll** determines whether a character takes damage as a result of certain rules or game effects, such as a cave-in, the Devil Rat Swarms Event card, or a free strike (p. 15).

To make a hazard roll, a player rolls one die. On a roll of 5 or 6, the character takes 1 damage.



# PLAYING THE GAME

*The Undercity* is played in a series of **rounds**. Players start each round by drawing one Event card for that round, and then each player takes a turn in initiative order. This section explains the fundamentals of gameplay in *The Undercity*. For information specific to the chapter you are playing, see the campaign guide.

## EVENT CARDS

At the beginning of each round, before any player takes a turn, draw and resolve one Event card. Any player can draw the Event card for the round, since the card will affect all players. Event cards determine the round's color priority (see below) and can produce a variety of effects that last the entire round, from spreading a thick fog that makes attacking more difficult to enhancing the villains' combat effectiveness.

Place the Event card near the board for easy reference. When a new Event card is drawn at the beginning of the next round, discard the previous Event card *unless* it was an Environment card. Environment cards remain in play until you draw a new Environment card, which then replaces the previous one.

The heroes have a limited amount of time to complete each chapter's objective. The Event deck serves as a timer counting down the available time. **If there are no cards in the Event deck at the beginning of a round, the chapter immediately ends and the heroes lose the chapter.**

## Color Priority

Each Event card has a color (red or blue). The color of the Event card establishes the **color priority** for the round, which can affect villains' activations and tactics as well as certain chapter-specific actions. An Environment card from a previous round has no effect on the current round's color priority.



# PLAYER TURNS

Characters take turns based on their Initiative stats (see p. 10). The character with the highest Initiative goes first, followed by the other characters in descending order. When the character with the lowest Initiative finishes his turn, the round ends.

A player turn has three phases:

1. **Spawning Phase** – Roll to spawn one villain on the map.
2. **Activation Phase** – Move your character, perform actions, and draw a Feat card.
3. **Villain Phase** – Draw a Villain Action card to activate one or more villains.

## 1. SPAWNING PHASE

At the beginning of each turn, the hero spawns a villain on the map.

### Spawning a Villain

During the setup for a chapter, numbered index tokens are placed on the Villain Stat cards in the reserves as shown in the campaign guide. These tokens have the numbers 1–6 and determine which type of villain spawns in this phase.

Roll one die to determine which type of villain spawns. Take a figure from the reserves that matches the Villain Stat card corresponding to the number you rolled.

Roll a second die to determine where to spawn the villain on the map. Set the figure on the map space that has the passage marker with the number you rolled.

Most villain types have both red and blue figures. Often both colors of the villain type you spawned will be available in the reserves. If there are more of one color than the other, a villain of the more plentiful color spawns. For example, if you spawn a sword thug and there are three red sword thugs and four blue sword thugs in the reserves, a blue sword thug spawns. If the number of red and blue figures are equal, check the color priority for the round and spawn a villain of that color.

Sometimes it is not possible to spawn the type of villain you roll. This can happen if there are no figures of that type remaining in the reserves or if the passage you rolled no longer exists. If you cannot spawn the type of villain you rolled, immediately activate the villain of that type that is farthest from any hero on the map. (For more on villain activation, see p. 18.)

**The number of figures already in a space does not restrict the number of villains that can spawn in that space.** (See "Space Capacity" on p. 14.)

## RULE PRIORITY

The general rules in this rulebook can be modified by Ability cards and other special rules in the campaign guide. If a special rule conflicts with the general rules, follow the special rule.

## SPAWNING EXAMPLE 1



In chapter 1 of the campaign, two types of villains can spawn: sword thugs and crossbow thugs. Index tokens 1–3 are assigned to sword thugs, and tokens 4–6 are assigned to crossbow thugs. During your Spawning Phase, you spawn a sword thug on a roll of 1, 2, or 3, and you spawn a crossbow thug on a roll of 4, 5, or 6.

## SPAWNING EXAMPLE 2



There are three sword thugs in the reserves (two blue and one red), and there are two crossbow thugs (one blue and one red).

1 The first player spawns a sword thug, so he takes a blue sword thug figure from the reserves because there are more blue sword thugs than red ones.

2 The next player spawns a crossbow thug. Since there are an equal number of red and blue crossbow thugs in the reserves, the color priority for the round determines which color spawns. The color priority for the round is red, so the red crossbow thug is placed on the map.



## SPAWNING VERSUS PLACING

Sometimes a villain is **placed** on the map as a result of certain rules or side quests rather than being spawned by a player. A villain that is placed is not considered to have spawned. If a rule places a villain of a type that is in the reserves, use a figure from the reserves. If not, take the figure and its stat card from the box. When that villain is removed from the map, return it to the box.

## Villain Vitality

Many villains have only 1 Vitality, so they are simply destroyed when they suffer any damage. For villains that have more than 1 Vitality, use wound tokens to track their Health. When a villain with more than 1 Vitality, including steamjacks, is put on the board, place a number of wound tokens equal to its Vitality next to the villain's stat card on the side matching the color of the figure.



The blue and red ogrun brute figures have spawned on the game board. Ogrun brutes have 3 Vitality, so each has three wound tokens on the side of the stat card that matches its color. The blue ogrun brute has taken 1 damage, so one of its wound tokens has been flipped to the black side (see p. 16).



## SPACE CAPACITY



Space A has four figures and space B has seven, and all the figures in these spaces are either small- or medium-based. The trollkin scout and the gobber cutthroat can both move into space A, bringing the total number of figures in that space to six, but neither figure can move into space B because there are already seven figures there.

The heavy 'jack cannot move into space B either, but it can move into space A. If the trollkin scout and the gobber cutthroat move into space A first, the heavy 'jack can still move into that space because there would be only six figures there before it moves. If the heavy 'jack moves into space A first, only one more figure (the gobber cutthroat or the trollkin scout) can move into the space because the large-based steamjack counts as two figures.

## PLAYING POG & DOORSTOP

Pog and Doorstop are two separate heroes controlled by one player using a shared character sheet. The player chooses the order in which to activate the two characters. Pog and Doorstop follow the standard activation rules, with one exception: though these characters must make all their attack actions during their own activations, Pog can make non-attack actions at any time during the player's turn.

*Example: James wants to have Doorstop charge and destroy a crossbow thug two spaces away before having Pog charge to end up in same space as the steamjack. Doorstop can charge only if Pog uses his 'Jack Drive ability first. James begins by having Pog use 'Jack Drive as his (non-attack) action. Next he activates Doorstop and has the steamjack charge and attack. Finally he activates Pog, who charges over to Doorstop's space.*

Pog and Doorstop use a single Feat deck; each card in the deck indicates which character it is used for.

Some Villain Action cards activate villains based on their proximity to a player's character (closest to or farthest away). When playing Pog and Doorstop, use Pog's location to determine proximity.

## 2. THE ACTIVATION PHASE

In this phase a hero moves, performs actions, and draws a Feat card.

### Movement

A figure can move between any two **connected** spaces (p. 7). A hero can perform an action either before or after moving.

At the beginning of the Activation Phase, a player chooses one of the three movement types below.

**HOLD:** The character stays in the same space. If there are no enemies in that space, the character can **aim** his ranged attacks that turn, which means his ranged attack rolls are boosted.

**WALK:** The character can either stay in the same space or move one space.

**CHARGE:** The character moves one or two spaces. A character that charges cannot make ranged attacks that turn and cannot target a figure that was in its space at the start of the turn. The damage roll for the character's first melee attack after charging is boosted. A character who has already made an attack or who forfeits his action cannot charge that turn.

### ROUGH TERRAIN

When a character moves into a rough terrain space, his movement ends in that space. A character who starts a turn in rough terrain can only hold or walk.

### SPACE CAPACITY

A figure cannot move into a space that already has seven figures in it. A large-based figure is counted as two figures when determining the number of figures in a space; however, a large-based figure can move into a space containing six figures.



## FRIENDS OR ENEMIES?

All heroes and any figures or markers they control are friendly to each other, and all villains are friendly to each other.

All heroes and any figures or markers they control are enemies to all villains. All villains are enemies to the heroes. For example, in chapter 5 the heroes control the Ambrose marker, so it is friendly to the heroes and an enemy to all villains.

## FREE STRIKES

A character that moves out of a space with an enemy in it must make a hazard roll (p. 11). The hazard roll represents a **free strike**, or the chance of being hit by an attack from the enemy in the space the character is leaving. When a character leaves a space with multiple enemies in it, he makes a separate free strike hazard roll for each enemy.

If a hero is incapacitated (p. 16) by a free strike hazard roll, the hero remains in the space it started in. A character does not make a hazard roll when leaving a space as a result of being *placed* rather than as a result of moving.

## Actions

Each hero can perform one of the following basic actions during his activation:

- **Attack** with either his melee weapon(s) or his ranged weapon(s).
- **Revive** an incapacitated hero.
- Attempt a **stat challenge**.

Certain abilities or special rules can grant some characters additional options beyond the basic actions above.

## ATTACK ACTION

A character can make one attack with each of his melee or his ranged weapons.

### STEP 1: DECLARE WEAPON AND TARGET

The attacker declares which weapon he is using and the target of the attack. When checking whether a target is in range of a weapon, use the rules for calculating distance (p. 7). Weapons with a range of 0 can target only characters in the same space as the attacker.

When attacking with a ranged weapon, the attacker cannot choose a target in the same space as another friendly character unless the target is in the same space as the attacker.

A weapon with the AOE designation, such as Milo Boggs' explosive grenade, is an area-of-effect attack. To make an AOE attack, the attacker targets a space on the map rather than an individual figure. A character making an AOE attack can target a space with friendly characters in it. The attack automatically hits every character in the space; no attack roll is needed.

## TARGETING AND RANGE





Both of Gardek Stonebrow's weapons have RNG 0, so he can only attack a target in his own space (thug 1).

Milo Boggs cannot make a melee attack with his knife because it has RNG 0 and there is no target in his space, but he can use both of his ranged attack options. He can attack thug 3 with his throwing knife (RNG 1) because the target is within one space of Milo. Both thug 1 and thug 2 are also within one space of Milo, but he cannot target an enemy in the same space as a friendly character with a ranged attack. In addition to his knives, Milo has an explosive grenade with an AOE that allows him to target any space within RNG 2 regardless of the figures in it. This means he can attack any of the three thugs with an explosive grenade. If he targets the space of thug 1 or thug 2, he will also have to roll for damage against the hero in that space.

Canice Gormleigh can choose to make a melee or ranged attack. If she chooses to attack with her sword (RNG 0), she can attack thug 2. If she attacks with her magelock pistol (RNG 2), she can target only thug 2 or thug 3—unless she chooses Rune Shot: Black Penny, which allows her to make a ranged attack against an enemy in the same space as a friendly figure. With Black Penny, she can target any of the three thugs. She cannot aim any ranged attack because there is an enemy in her space.

## WEAPON STATS

**Weapon Type:** Indicates whether the weapon is a melee weapon  or a ranged weapon . If "x2" appears next to a weapon icon, the character has two weapons of that type.

**Range (RNG):** The maximum number of spaces the target of the attack can be from the attacker.

**Accuracy (ACC):** A measure of a character's skill with the weapon. The ACC is added to a character's attack roll.

**Power (POW):** A measure of the damage potential of the attack. The POW is added to a character's damage roll.

## KNOCKDOWN

Some attacks and special rules cause a character to be **knocked down**. When a character is knocked down, lay the figure on its side. While knocked down, a character cannot move, perform actions, or make attacks, and attack rolls against the character automatically hit.

A knocked down hero can stand up at the start of his activation either by discarding a Feat card or by forfeiting his movement or his action. If a hero forfeits his action to stand up, he cannot charge that turn.

### VILLAINS AND KNOCKDOWN

When a knocked down villain activates, it stands up. That villain cannot do anything else that turn unless it is a **boss** villain. Some chapters have at least one special villain designated as a boss. When a knocked down boss activates with one or more enemies in the same space, the boss forfeits his movement to stand up and then makes one attack against an enemy in his space. If there are no enemies in his space, the boss forfeits his action to stand up and then walks toward the closest target.



## BATTLE-READY, INCAPACITATED, AND PASSED OUT

A character with at least 1 Health (one red wound token) is **battle-ready**.

When a character's Health is reduced to 0, he becomes **incapacitated**. A character's Health cannot be reduced below 0.

When a hero first becomes incapacitated, he is knocked down but remains on the map and continues to take turns. An incapacitated hero cannot move, perform actions, or play Feat cards. During an incapacitated hero's Spawning Phase, return two black wound tokens to the box. During his Activation Phase, he can be placed in a connected space.

When the last wound token is removed, the hero has **passed out**. The figure is removed from the map, and the character no longer takes turns.

When Doorstop is incapacitated, it suffers the same effects as other heroes *except* it cannot be placed and does not lose wreck tokens during its Spawning Phase.

When a **villain** becomes incapacitated, the figure is removed from the map and returned to the reserves.

Villains choose targets based on their tactic icons and the rules of each Villain Action card (see p. 18).

### STEP 2: ROLL TO HIT

The attacking character rolls 2d6 and adds the weapon's accuracy (ACC).

$$\textit{Attack Roll} = 2d6 + \textit{ACC}$$

The attack hits if the attack roll equals or exceeds the target's defense (DEF). If the attack roll is less than the target's DEF, the attack misses. (Remember, no attack roll is necessary for an AOE attack; the attack automatically hits every character in the targeted space.) Special rules and circumstances can further modify the attack roll by adding or removing dice and adding or subtracting values from the final result.

Any attack targeting a knocked down character hits automatically. A target benefiting from **cover** gains +2 DEF against ranged attack rolls.

**If a character holds, he can aim his ranged attacks if there are no enemies in his space.** His ranged attack rolls are boosted.

### STEP 3: ROLL FOR DAMAGE

If an attack hits, the attacker makes a damage roll against the target. Roll 2d6 and add the Power (POW) of the attack. A weapon or attack without a POW does not cause damage.

$$\textit{Damage Roll} = 2d6 + \textit{POW}$$

As with attack rolls, special rules and circumstances can further modify a damage roll.

Compare the damage roll result against the armor (ARM) of the character hit. If the damage roll is equal to or less than the target's ARM, the target takes no damage. If the damage roll exceeds the target's ARM by four or less, the target takes **normal damage** and flips one wound token to the black side. If the damage roll exceeds the target's ARM by five or more, he takes **super damage** instead and flips two wound tokens to the black side.

When Doorstop takes damage, flip one wreck token to the black side for each 1 damage it takes.

If an AOE attack has a POW, make separate damage rolls against each character in the space. Each AOE damage roll must be boosted individually.

The party earns XP every time a hero damages a villain. For each 1 Health the villain loses from an attack, add 1 XP to the treasury.

## GAINING XP

Different actions and achievements during a game can earn experience points (XP) for the heroes. Whenever the party earns XP, tokens are moved from the XP bank to the treasury, represented by the Treasury tile. (For more on gaining and using XP, see pp. 4 and 23 of the campaign guide.)

## CUMULATIVE EFFECTS

Unless otherwise specified, the effects, benefits, and penalties of multiple instances of the **same named effect** on a character are *not* cumulative. For example, if Canice Gormleigh has two Feat cards with Untouchable, which grants +2 DEF during a turn, she cannot gain +4 DEF by playing both cards that turn. Once she gains the DEF bonus from the Untouchable effect, she cannot gain a DEF bonus again from another instance of Untouchable.

Effects, benefits, and penalties from **differently named effects** are cumulative with each other, even if they apply the same modifier (e.g., +2 DEF) to a character. For example, if Gardek Stonebrow has the +1 ARM bonus from the Defensive Line ability, he can still play an Invulnerable Feat card to gain an additional +2 ARM (for a total bonus of +3 ARM) because the bonuses come from effects with different names.

## REVIVE ACTION

Incapacitated heroes (with the exception of Doorstop—see below) can be revived by another hero with alchemical restoratives. To revive another hero, a character must be battle-ready, must be in the same space as the incapacitated hero, and must have a full Alchemical Restorative token. The battle-ready hero uses his action to flip his Alchemical Restorative token from full to empty. The incapacitated hero then flips all his remaining wound tokens to the red side and becomes battle-ready.

Alchemical Restoratives do not work on machines. If Doorstop is incapacitated it cannot be revived like a living hero, but Pog can use his Feat: Bodge! ability to repair it just as he can when the steamjack is battle-ready. When Pog does this, Doorstop becomes battle-ready.

After a hero is revived, he is still knocked down.

## STAT CHALLENGE ACTION

Even outside of combat, heroes will frequently need to pass stat challenges to activate card abilities or perform actions as they face situations that test all of their skills and abilities. Such challenges specify the stat to use for the roll and a target number that must be met in order for the roll to succeed. For example, “A hero can activate the control with an INT 10 challenge” means it is an Intellect challenge with a target number of 10.

To attempt a stat challenge, roll 2d6 and add the stat being used.

$$\text{Stat Challenge Roll} = 2d6 + \text{Stat}$$

If the result of the roll is equal to or higher than the target number, the stat challenge succeeds. If the result is less than the target number, the stat challenge fails.

**EXAMPLE:** *Gardek Stonebrow has STR 6 and is attempting a STR 12 challenge to close a passage. He rolls two dice for a result of 7, then adds that to his STR for a total of 13. Because the total is equal to or greater than the target number, Gardek passes the challenge and closes the passage.*



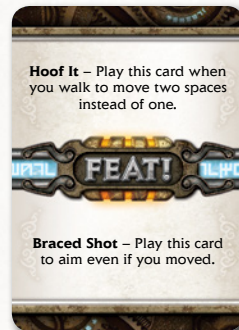
A character can attempt a stat challenge only if he has the required stat. For example, Doorstop can attempt a Strength challenge because it has STR 10, but it cannot attempt a Perception or Intellect challenge because it has no PER or INT stat.

## Drawing a Feat Card

At the end of your Activation Phase, draw a Feat card and place it face up near your other Feat cards.

Each hero starts a chapter with three Feat cards face up. A player can have no more than three Feat cards face up at any time. If you ever have more than three Feat cards face up, discard Feat cards until you have three.

## USING FEAT CARDS



Feat cards represent a hero's luck and raw heroic potential, allowing him to boost rolls, reroll failed rolls, or use any one of a number of abilities. Feat cards are used in three ways:

- A hero can play a Feat card to use one of the two options on it, after which the card is placed in the hero's Feat card discard pile.
- A hero can discard a Feat card to use an ability that is triggered by discarding a Feat card.
- A knocked down hero can discard a Feat card to stand up during his turn.

You can use as many Feat cards during a round as you wish, though specific abilities that require discarding a Feat card may have a rule that limits their use. If your Feat deck runs out, shuffle the discard pile to form a new deck.

### 3. THE VILLAIN PHASE

In the Villain Phase, the hero activates one or more villains on the board by drawing and resolving a **Villain Action card**. Each card specifies which villains activate based on color, proximity, or type. If the Villain Action deck runs out, reshuffle the discard pile to form a new deck.

Some Villain Action cards tell you to activate melee villains or ranged villains. A **melee villain** is a villain with a melee attack tactic icon on its stat card. A **ranged villain** is one with a ranged attack tactic icon. A villain with both icons on its card is in both categories.

#### VILLAIN ACTION CARDS



1. Title
2. Activation Rule
3. Targeting Preference
4. Card Number

Some Villain Action cards activate villains **closest** to the active hero or **farthest** from the active hero. These are the only times the proximity of the villains is important for determining who activates. For the Villain Action cards that do not specify a proximity, only use color priority and number priority. If multiple villains match the color and number priority, the active player chooses which to activate regardless of the figures' location.

#### Villain Tactics and Targeting

When a villain activates, it follows the tactic icons at the bottom of its stat card. The villain attempts to follow the tactics in order from left to right. If a tactic is not a valid option, the villain attempts to follow the next one. The villain's activation ends after resolving the first valid tactic icon.

Villains follow the same rules for movement and actions as the heroes except when they begin their activation knocked down. For example, a villain that charges cannot make a ranged attack. If there are multiple ways to move a villain that satisfy its tactic icons, the active player chooses the path for the villain.

A villain chooses a target for each tactic icon he attempts to follow. If the tactic is not valid, the villain's target can change for the next tactic.

Unless the chapter has a different rule for targeting, villains target the closest valid hero. An incapacitated hero is not a valid target. When a villain makes a ranged attack he can

target a hero in his own space, but heroes in other spaces with characters friendly to the attacking villain are not valid targets. When a villain follows the Rush tactic, heroes in spaces with seven or more figures are not valid targets.

If two or more targets are the same distance from the activating villain, use the target preference on the Villain Action card to determine the target. If more than one target matches the preference on the card, the villain attacks the target with the highest Initiative.

If a villain that was not activated by a Villain Action card (such as a significant villain) has more than one valid target, use the target preference on the top card in the Villain Action card discard pile.

When a villain attacks a hero, the player to the target's left rolls dice for the attack.

#### FOLLOWING TACTICS



*When a crossbow thug activates, he attempts to follow the first tactic icon on his stat card, Set Shot. If there is no hero within his crossbow's RNG of 2, the crossbow thug attempts to follow his next tactic icon, Ranged Attack. If there is a hero within three spaces, the crossbow thug moves toward the hero and shoots at him. If there is no hero within three spaces, the crossbow thug follows the Pursue icon and charges toward the nearest hero.*



*When a sword thug activates, he first attempts to follow the Melee Attack icon to attack a hero in his space. If there are no heroes in the sword thug's space, he attempts to follow the Rush icon to move and attack the closest hero within two spaces. If there are no heroes within two spaces, the sword thug follows the Pursue icon and walks or charges toward the closest hero.*

#### Villain Activation Priority

Villain Action cards and rules in the campaign guide determine the type and number of villains to activate. If multiple villain figures on the map fit the description of the villains to activate, choose which to activate based first on color priority, then on number priority.

**Color Priority:** Activate the villain(s) whose color matches the color priority for the round (p. 12). Then, if necessary, activate the other color.

**Number Priority:** After determining which color of villains has priority, use number priority. The index tokens on the stat cards in the reserves determine the priority of each villain type.

If multiple villains of *different types* are activating, the type whose stat card has the lower index token number activates first. The type with the next higher number activates next, and so on.

## VILLAIN TACTIC ICONS



**Melee Attack:** The villain holds and attacks the target hero in his space with each of his melee weapons.



**Rush:** The villain moves up to two spaces and ends his movement in the target hero's space. After moving, the villain attacks the hero with each of his melee weapons. The damage roll for the first attack is boosted.



**Ranged Attack:** If the target hero is within range, the villain attacks the hero with each of his ranged weapons. If the target hero is out of range by only one space, the villain walks toward the target hero and attacks with each of his ranged weapons.



**Set Shot:** The villain holds and attacks the target hero with aimed ranged attacks.



**Set Shot or Rush:** If the color priority for the round is red, the villain follows the Set Shot tactic. If the priority color is blue, the villain follows the Rush tactic.



**Pursue:** If the target hero is within three spaces, the villain walks toward the hero. If not, the villain charges toward the target hero.



**Regroup:** If a friendly character is in the villain's space, the villain holds. Otherwise, the villain charges toward the closest friendly character.

## SIGNIFICANT CHARACTERS

Most chapters include special non-player characters that are referred to as **significant characters**. The chapter rules assign an initiative number to significant characters and describe what they do during their activations. Significant characters activate in initiative order between player turns. Most significant characters are villains. In some chapters, one or more significant villains can also be activated by Villain Action cards.

When a significant villain activates, it follows the rules for activating villains given here, not the rules for hero turns.

If necessary after considering color priority and number priority, the active player chooses which eligible villains to activate.

## WINNING AND LOSING

A chapter ends and the party loses that chapter if all heroes are either incapacitated or passed out at the same time or if the heroes fail to achieve the chapter's objective before time runs out (as determined by the Event card deck). The party also loses a chapter if at the end of it a hero is passed out and no other hero has an alchemical restorative to revive him (see p. 23 of the campaign guide).

The heroes win the campaign if they play through all seven chapters and meet each chapter's objective.



## EXAMPLES OF VILLAIN ACTIVATION & TACTICS

### EXAMPLE 1

Jack's hero is Gardek Stonebrow. In his Villain Phase he draws a Villain Action card that says, "Activate a Rhulic merc."

Since the card does not specify which color of Rhulic merc to activate, Jack checks the Event card for the current color priority. The color priority for the round is blue, so Jack activates the blue Rhulic merc.



Activate a Rhulic merc.

activate the blue rhulic mercs farthest from you.

Player to activate player's left



If there is a clock in this chapter, roll a die and add that number of XP to the clock.  
If there is no clock in this chapter, see the chapter rules for the effect of this card.

### EXAMPLE 2

Josh is playing the alchemist Milo Boggs. He draws a Villain Action card that activates the villain closest to his hero.

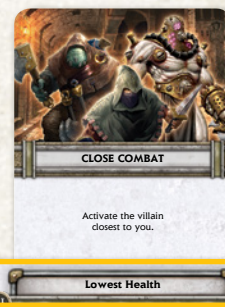


Activate the villain closest to you.

Lowest Health

All three sword thugs on the map are the same distance from Milo Boggs' figure. Color and number priority do not come into play because all of the villains are the same color and type, so Josh can choose which sword thug activates.

Josh checks the target preference on the card, which tells him that whichever sword thug activates will attack Canice Gormleigh instead of him because she has lower Health. He chooses to have the sword thug in her space activate because that villain cannot charge her and is likely to do less damage.



Close Combat

Activate the villain closest to you.

Lowest Health

### EXAMPLE 3

The heroes are playing chapter 1, and Will is playing Canice Gormleigh. He draws a Villain Action card that activates the two blue villains closest to Canice.

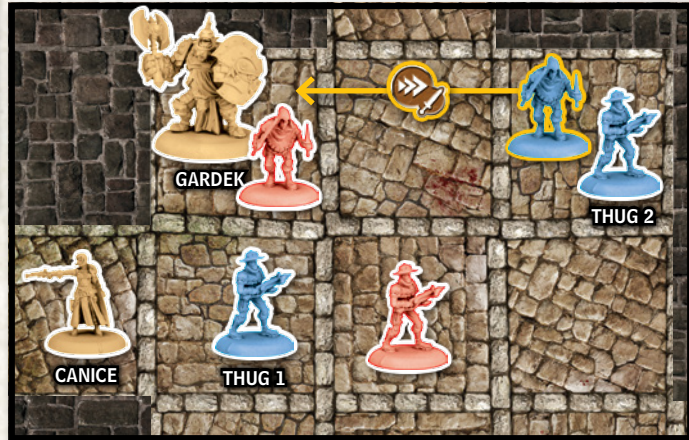
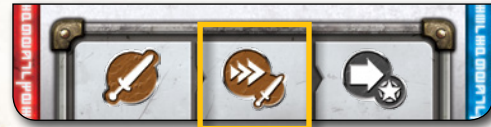


The card does not specify a type of villain, only a color and proximity. Crossbow thug 1 is closest to the gun mage so he will activate, but the other villains to be activated by the card must be determined before any of them activate. Because the next two blue villains closest to Canice are different types, number priority determines which activates.

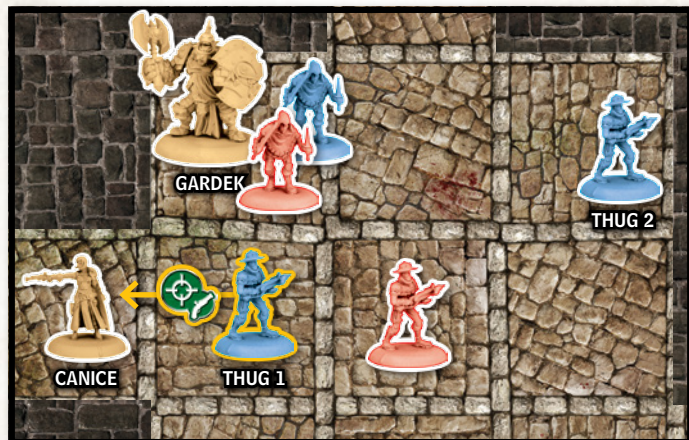
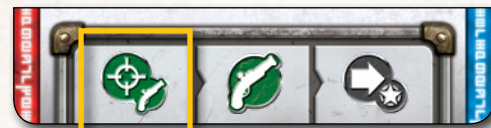
In this chapter, the index tokens 1-3 are on the sword thug stat card in the reserves, so sword thugs are first in number priority. The blue sword thug will activate instead of crossbow thug 2.



Number priority also means the sword thug activates before the crossbow thug. Following the tactic icons on his stat card, the sword thug first tries to make a melee attack against a target in his space. Because there is no target in his space, he then follows the Rush tactic icon. Gardek is the closest hero, so the sword thug targets him.



After the blue sword thug's activation is resolved, crossbow thug 1 activates. His first tactic icon is Aimed Ranged Attack. There are two heroes an equal distance away, but because a figure friendly to the crossbow thug is in the same space as Gardek, he must target Canice instead. (Note that if there were no friendly figures in Gardek's space, the target preference on the Villain Action card would determine the crossbow thug's target, and he would still target Canice because she has the higher Initiative.)



After the crossbow thug's activation is resolved, Will's turn is over.

# KEY GAME TERMS

## ACTIVE PLAYER

The player currently taking a turn is the active player.

## AIMING

If a character chooses to hold during his activation, he can aim his ranged attacks if there are no enemies in his space. His ranged attack rolls are boosted.

## BATTLE-READY

A battle-ready character has at least 1 Health (one red wound token).

## BOSS

In most chapters there is at least one special villain, referred to as a boss. The boss is often related to a chapter's objective.

## BOOSTING

Some rules and abilities allow a player to boost a roll. When a roll is boosted, one extra die is added to the roll.

## CLOUD

If a space has a smoke marker in it, it is a cloud space. A cloud space represents effects such as dense smoke, magical darkness, or thick mist. A character inside a cloud space gains cover.

## CONSTRUCT

A character with the Construct ability is not a living character.

## COVER

A character benefiting from cover gains +2 DEF against ranged attack rolls.

## DAMAGE, NORMAL AND SUPER

When a character takes normal damage, one wound token is flipped to the black side. When a character takes super damage, two wound tokens are flipped to the black side. (See p. 16.)

## FORFEIT

A character who forfeits movement or action on a turn loses access to it during that turn. For example, if Canice forfeits her movement to stand up, she cannot make any move that turn.

## FREE STRIKE

When a character moves out of a space with an enemy in it, the character must make a hazard roll representing a free strike, or the chance of being hit by an enemy in the space the character is leaving.

## HEALING

This term is used to describe a character's wound tokens flipping from black to red.

## HEALTH

A character's Health is the number of the character's wound tokens that are currently red side up.

## HOSTILE

A hostile character treats all other characters as enemies, and all characters treat it as an enemy. If a hostile character has multiple valid targets, he chooses the target with the highest Health.

## OBSTRUCTION SPACE

An obstruction space is a space with a wall on every side. A character cannot move into an obstruction space.

## PARTY

The heroes are collectively referred to as the party.

## RESILIENT FLESH

If a character with the Resilient Flesh ability takes normal damage while not knocked down, it is knocked down instead of becoming incapacitated. If it takes super damage while not knocked down, it becomes incapacitated and the party gains 2 XP. If it takes damage while knocked down, it is incapacitated and the party gains 1 XP.

## SACRIFICIAL PAWN

When a character with Sacrificial Pawn is incapacitated, a villain in the same space is returned to the reserves instead of the character.

## SIGNIFICANT CHARACTER

A significant character is a non-player character that has an Initiative stat and activates according to initiative order.

## SNIPER

A character with Sniper can make ranged attacks against targets in the same space as friendly characters.

## STEADY

A character with Steady cannot be knocked down.

## STEALTH

A character with Stealth cannot be targeted with a ranged attack by an attacker more than one space away.

## TREASURY

When heroes gain XP, tokens are moved from the XP bank to the Treasury tile. After each chapter, the treasury is divided among all the heroes.

## TINY

When making a free strike hazard roll, a character with Tiny is damaged only on a roll of 6. A character making a free strike hazard roll from leaving a space that has an enemy with Tiny in it is damaged only on a roll of 6. Characters with Tiny can charge when moving into or out of a fissure space. When a character with Tiny leaves a fissure space, the fissure does not collapse.

## VILLAIN

Any character that opposes the heroes is considered a villain.

## XP

The heroes earn XP for various achievements during a chapter. Players can spend XP to purchase Ability cards between chapters (see p. 23 in the campaign guide).

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