

Dungeoneers 2.0

Dungeon exploring

Threat roll

Turn sequence

- Roll scenario dice. If triggered:
 - Roll 1d20 against threat lvl
 - Adjust torches/lamps
- Move models based on initiative
- Check for sanity changes
- Check party morale

Roll 1d20:
If the threat roll is a natural 20, reduce threat by 5.
If > threat level, increase threat +1
If <= current threat level, roll on table below.

1d10	Door	Difficulty
1-6	Open	-
7	Locked	Pick lock: 0, Wounds 10
8	Locked	Pick lock: -10%, Wounds 15
9	Locked	Pick lock: -15%, Wounds 20
0	Locked	Pick lock: -20%, Wounds 25



Doors
Non combat threat

1d20	Result	Threat decrease
1-12	A wandering monster has appeared.	-5
13-15	Add one extra Exploration Card on top of each pile on the table.	-5
16-17	The risk of encounters goes up by 10 in all rooms and corridors for the rest of the quest. This is cumulative, but max is 70%.	-6
18-19	A hero has sprung a trap! Randomize which hero. The square occupied by the hero is also the disarm location.	-7
20	Add +1 on all Scenario die roll for the remainder of the dungeon. This can only happen once.	-10

Threat roll in combat

1d10	Result	Threat decrease
1	A disturbance in the Void. There is sudden shift in the Void, and this sudden shift leaves any Spell Caster in shock. Spell Casters may do nothing during the coming turn, not even dodge or parry.	-2
2	Greenish tint. It suddenly dawns on the heroes that the greenish tint on the blade or claw of the enemies is some kind of poison. The enemy gains the Poisonous Special Rule.	-2
3	Forged under pressure. While under pressure, some will break, and some will harden. One enemy gains +15 CS until dead.	-3
4-5	Healing. One wounded enemy on the table (the one with the highest XP level, or random) will heal 1d10 points of Hit Points. This may occur through use of a healing potion, by some divine intervention from the gods, or through sheer will.	-3
6	Frenzy. One enemy starts roaring with rage and attacks with renewed strength. The enemy gains the Frenzy Special Rule until dead.	-3
7	Disarmed! Whether by a disarming move from one of the enemies or due to clumsiness, one random hero drops his weapon. The hero must manage a DEX Test to retrieve his weapon, spending 1 Action doing so. If he fails, he will have no weapon and cannot fight. He may continue to try to pick it up, spending one AP per try.	-3
8	Fearsome! One enemy seems to grow in its presence, becoming more fearsome by the minute. The enemy gains the Fear Special Rule. There is no level cap for this fear, but Talents for ignoring fear still work.	-4
9	Reinforcements. Roll on the Encounter Table and place the new encounter just outside a random door, open or not, ready to enter a tile where there are heroes. They will act last in the current turn. If the door was previously unopened, it will henceforth be considered unlocked and not trapped.	-4
10	Onwards! One enemy breaks out in a fierce roar, boosting his fellows and making them fight with renewed energy. All enemies gain +10 CS until end of battle.	-6

Traps

- Draw a trap card.
 - Make a PER roll with the  modifier. If it fails, resolve the effect of the trap, including the effect on **sanity** and **party morale**.
 - If it succeeds, character may leave trap alone or someone in the party may move up and try to disarm trap.
 - Make a Picklock roll with the  modifier. (2AP). Trap disarming kit gives +10. If successful, a chest or door is opened as part of the disarm action. If the attempts fail, the trap is sprung.
- Traps may be deliberately set off, with the same effect as if sprung by mistake.

Initiative

1 Hero token per hero/companion
1 Enemy token per enemy

Modifiers

+1 Enemy token per named monster
+1 Enemy token per large monster
+1 Enemy/hero token for Perfect hearing
+1 Hero token for Swift Leader talent
+1 Enemy token for Sneaky
+2 Enemy tokens if door was bashed down
Heroes on overwatch will not add their tokens to the bag.

- Arrange heroes on the tile as you see fit.
- Bar the door (optional).
- Deduct 1 ration of food from the party.
- Re-arrange your gear on each of your heroes if needed, and maybe also exchange gear between heroes.
- Move Wandering Monsters 3 times.
- Increase Party Moral +2.
- Increase HP with 1d6 for each character (this may vary with equipment and talents).
- Roll 1d6 for each energy point, recovered on 1-3. **Bedroll:** Regains all energy automatically.
- Wizards regain all Mana.
- Brew potions if you wish.
- Roll for Ambush.

Bold activities may be done even if the rest is interrupted.

Rest

Wandering monster

Starts on the start tile unless otherwise noted.
Moves once every other model on the table has moved.
Moves 4 squares and first move always towards heroes.
Subsequent moves, roll 1d6. 1: Move back towards exit.
2-6: move shortest route towards heroes.
A closed door will stop movement for that turn. A monster always remains by a door until it rolls high enough to pass through.
Merely closed: 2-6 on 1d6.
Magically sealed or iron wedged doors: 5-6 on 1d6.

1d100	Result (If in a corridor, add +10 to the roll)
01-15	Secret door leading to a small Treasure Chamber. Place R10 adjacent to the current tile and add a door as usual. Re-roll if tile is in use. Once the heroes leave the treasure chamber, the door closes up and the tile can be removed.
16-25	A fine treasure.
26-40	A mundane treasure.
41-45	A set of levers are intricately hidden in the wall. They may be operated.
46-50	4d20 c.
51-90	Nothing.
91-00	You've sprung a trap! Draw a trap card.

Searching a tile: 2AP
Make a PER test.
If successful, roll on the table to the left.

Modifiers

2 heroes searching: +10 PER
Per hero searching in excess of 2: +5 PER

Searching tiles

Combat, psychology and loot

Fear

Fear (X): Test if hero level \leq X. Failed RES test \Rightarrow -10 CS/RS vs that target, and -10 Arcane arts with spells directed against the fear causing enemy.
Terror (X): Test if hero level \leq X. If level $>$ X, treat as fear. Failed RES-20 test \Rightarrow Stunned, -10 CS/RS vs that target, -10 Arcane arts with spells vs terror causing enemy.

Actions

- Move up their full M (1 AP). Models that decide to move in their second action only move half their movement (RDD) (1 AP).
- Attempt to open a door. Follow the normal rules for doors. (1 AP)
- Picking lock, only if no enemies adjacent (2 AP)
- Breaking down a door, only if no enemies are adjacent (1 AP). Increase threat level with +2 per attempt.
- Standard attack (1 AP)
- Power attack (2 AP). May not dodge or parry in next turn, and enemies gets +10 CS vs the hero. Enemies using power attack lose their defence mod.
- Shove (1 AP) Only same size or smaller. Roll on enemy DEX adding DBx10. If above enemy DEX, enemy is moved back 1 square.
- Defensive stance (1 AP). May Dodge, parry with a weapon or Parry with a shield. Dodge and Shield parry gets a +15 modifier to the skill. Enemies in defensive stance are -10 to hit if they have taken the defensive stance.
- Charge attack (2 AP). In order to charge, must start at least 2 squares away and then move (up to max M) up to target and strike. If successful, the target is moved back 1 square and the attacker may follow.
- Aim (1 AP) Only when shooting. Increases chances to hit with 10.
- Change gear. You can equip or use anything from the ready slots. (1 AP)

Magic

Roll below Arcane Arts, using CV as a negative modifier. **Focus:** Adds +10 AA for each action point spent focusing. Increase risk of miscast with 5 per AP. **Miscast:** See page 63.

To hit modifiers

Factor when attacking	Modifier
Enemy has taken a defensive stance	-10
Per half height object (only shooting)	-10
Enemy has a shield and did not make a power attack last turn.	-5
Enemy defence value (n/a if enemy made a power attack last action)	-x
Target has Slow or BFO weapon (CC only)	+5 each
Height advantage	+10
Large or X-large monster (Only shooting)	+10
Charge (CC only)	+10
Aim (Only shooting)	+10
Attacking from behind	+20
Power attack (CC only)	+20
Target is lying down (CC only)	+30

Power attacks

+20 to CS.
 Re-roll DMG or
 AP (2) if attacker is Large
 Bloodlust = Max DMG.

Parry

Not in parry stance:
 - Dodge or
 - Shield once (-15 CS)
In parry stance:
 - Dodge and
 - Parry with weapon or
 - Shield (+15 CS).

Damage

Effect

Fire	Ignores NA & Armour. 50% chance of auto damage next turn. Roll damage again, half (RDD).
Frost	50% chance of stun.
Acid	Ignores NA. 50% chance of auto damage next turn. Roll damage again, half (RDD).
Poison	CON test: Fail = Pass a CON test at the start of each turn for 1d10 turns or lose 1HP until antidote is taken. A CON test of 01-05 removes effect of poison.
Disease	CON test: Fail = STR and CON is halved (RDD) after any ongoing battle, affecting all skills. Energy = 0 until cured. Roll CON during each rest, cured on 01-05.

Damages

Rolls

A result of 00 for a hero will damage the weapon.
 A result 00 for an enemy will make him drop his weapon or fall over if enemy has no weapon.

A natural 01-05 when rolling for To Hit lets a hero roll 2 DMG rolls and chose the highest.

A natural 01-05 when rolling a skill/basic stat test lets the hero chose between regaining 1p of energy or increasing that skill/stat with +1. Once between each settlement.

Sanity

Situation	Effect
Springing a trap	-2
Failing a terror test	-2
Failing a fear test	-1
Character suffers a wound to the head	-1
Each battle including demons	-1
Being reduced to 0 wounds	-1
Contracting a disease	-1
Getting poisoned	-1
Certain room events	As described on the exploration card.

Situation	PM effect
Character dies	-5
Character reaches 0 wounds	-4
Party in engaged in combat with demons	-2
A character fails a terror test	-2
Party member is hungry	-2
A hero is poisoned or diseased	-1
A character springs a trap	-1
A character fails a fear test	-1
A Miscast	-1
Portcullis falling down and blocking path	-1
Finding a fine treasure	+1
Taking a short rest	+2
Slaying a large monster	+2
Intoxicating your party with dwarven ale	+3
Finding a wonderful treasure	+3

Party Morale

Gear

Rearranging gear (backpack to quick slot): 2AP
 Trading gear: 1AP per hero, LOS required.
 Things found when searching may be placed for free anywhere on the character.
 Identifying object: Can be done as soon as object is found by anyone in the party, regardless of who is holding the item (0AP).

Healing

Bandaging: 1 AP both for healer and patient.
 Self-bandaging: 2 AP.
 Failed result: Bandage is lost.

Looting corpses

Hardcore: May search adjacent bodies only (1AP, including rearranging gear)
 Streamlined: Roll for loot without moving or spending any AP.

Harvesting parts

By passing an Alchemy test, a hero may collect parts from up to 3 dead enemies in LOS. A roll of 01-10 results exquisite parts.

This takes 2 AP and does not require the hero to move around on the tiles.

During overland travel, a hero may collect 2 random ingredients by passing an Alchemy test. A roll of 01-10 results in exquisite ingredients.

Loot from corpses

T1		T2		T3		T4		T5	
1d10	Object	1d10	Object	1d10	Object	1d10	Object	1d10	Object
1	Weapon used by the enemy (1d4 DUR loss)	1	A fine treasure	1-2	A Fine treasure	1	A grimoire with a random spell	1-2	1 Wonderful treasure, 2 fine treasures
		2	Mundane treasure	3-4	100 c				
		3	50 c	5	A mundane treasure				
2	20 c	4	40 c	6	80 c	2-3	1 random scroll	3-4	2 fine treasures, 1 Grimoire with 1 spell
3	10 c	5	20 c	7	60 c	4	1d2 potions		
4	1 bandage	6-10	Nothing but scrap	8-10	Nothing but scrap	5	150 c		
5-10	Nothing but scrap					6	100 c	5-7	3 fine treasures
						7-10	Nothing but scrap	8-10	500 c