

# Dungeoneer

*The caverns and dungeons of the known world are full of ancient riches and magical treasures waiting for brave heroes and fearless adventurers to retrieve. But the dark places of the earth are full of dangers and monsters who do not wish to be disturbed. Will you venture into the depths and risk your life for the promise of all that glitters? Time wasters need not apply.*

## Nyathalanis, Wizard Extraordinaire

### THE GAME

Dungeoneer is a lads n' dads game that combines elements of traditional board games, roleplaying and wargaming to create a game that is simple, easy to use and most of all fun to play. It's perfect for two players but can easily be played with three, four, five or even six players.

If you only like serious historical wargaming then this game will definitely not be for you. But if you want a quick beer n' pretzels game or are looking for something to play with a younger person then Dungeoneer might just be it.

In Dungeoneer of one or

each player takes control more dungeon explorers and moves them through a randomly generated tile-based dungeon where their goal is to collect as much treasure as possible.

What makes Dungeoneer different from similar games is that it is both competitive and co-operative at the same time. Players compete with one another to be the one who finishes the dungeon with the

most gold, but to succeed players must work together as a team. If not the dangers lurking in the depths of the world will surely overcome them. .

### CARD AND TILES

Included with this game are dungeon tiles, cards and tokens. To use these in the game print these pages and stick them to cardboard, using spray mount or something similar. Once they're securely stuck down, cut them out and you're ready to roll. Talking of which, a handful of D6's is also needed along with either pencils and paper or mini dice and tokens.

### THE DUNGEONEERS

The first thing to do to when playing Dungeoneer is for each player to select a dungeoneer. There are six possible dungeoneer characters to choose from and they need to be divided equally between the players. The dungeoneers are all the typical archetypes: Warrior, Dwarf, Elf, Cleric, Thief and Wizard.

All are roughly balanced in their abilities so that each dungeoneer has more or less the same chance of success, but each performs their role differently in the party. A Wizard who charges into melee each chance he gets isn't going to last long.

If there are not enough players to have one dungeoneer each, then each player will have more than one to control. If there are three players they each have two etc. Because of this the game works better with 2, 3 or 6 players. However if you have 5 players then one dungeoneer each is fine. The game will be slightly more difficult with one less dungeoneer but will still be possible to complete. With just 4 players however things are going to be tough, so it's worth including



the other 2 dungeoneers with the party, and have players take it in turns to control them.

You can either choose which dungeoneer(s) each player uses, taking it in turns, or do so randomly. Doing it randomly is probably best because it cuts on the squabbling and makes the repeat value of the game better as players won't always get to use their preferred dungeoneers.

To select them randomly turn all the dungeoneer cards face down, lay them out and shuffle them around. Then the players can take turns to pick cards until all the dungeoneer are gone. Use whatever appropriate miniatures you have for each dungeoneer. Once this has been decided then you are ready to get adventuring.

## THE RULES

Below are the rules to play Dungeoneer. They are extremely simple but easy to use and provide a solid framework to expand upon with special rules if you want to widen the spectrum of the game.

### Who goes first?

At the start of the game you need to determine the order of play. Each player rolls a D6 with the highest roll going first, the second highest next and so on. Players that roll the same number then roll again between themselves.

For example: Four players roll to see who goes first. Player One rolls a 6, Player Two a 3 and Player's Three and Four each roll a 5. Player One goes first and Player Two goes last while Player's Three and Four roll again to see who goes second and third.

### The turn

The game is played out in turns and in each turn all the player's get to control their dungeoneers. They can move, shoot, fight and cast spells. As soon as a dungeoneer has finished fighting or shooting or run out of squares to move his go is finished and the next dungeoneer acts. When they have run out of things to do whoever is the Monster Player (described later) then controls any monsters on the board. Then the process begins again.

### Starting the game

Place a short corridor tile down. This is where the dungeon starts. Place a double door at one end. The dungeoneer start behind the door, ready to charge into the dungeon in search of gold and glory. Now what

you need to do is find out how many doors lead out of the corridor.

### Doors

At the start of the game and whenever a new tile is placed down you need to roll on the Doors table to determine how many doors lead out of the tile. The first door is always placed in the middle of the opposite wall from the door which the dungeoneer came through. The second door is placed in the middle of the right wall and the third in the middle of the left wall. When you place doors you put them down next to the tile in question, so that they will form a mini corridor of sorts between the current tile and the next one.

### D6 Doors

1	1 (Double Door)
2-3	1
4-5	2
6	3

### Opening doors

When a dungeoneer moves into the door's square he is said to have opened the door and the next tile is placed down immediately and any monsters placed onto it (see below for details). The dungeoneer does not have to continue his move into the room if he doesn't want to, but unless it is a double door then no other dungeoneer will be able to move past him.

### Exploration

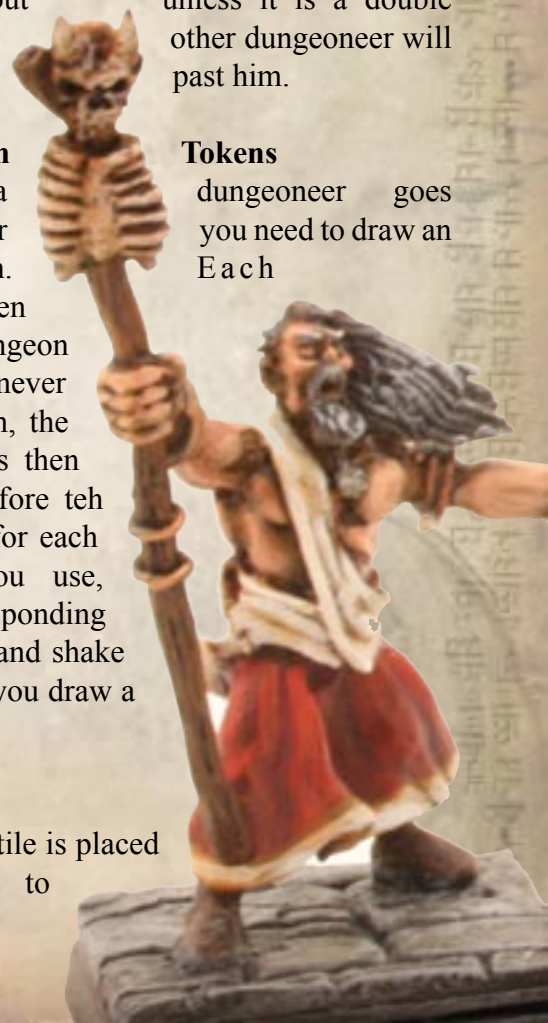
Each time a dungeoneer goes through a door you need to draw an exploration token. Each exploration token refers to a dungeon tile, and whenever you draw a token, the appropriate tile is then placed down. Before the start of a game, for each dungeon tile you use, place its corresponding token into a cup and shake the cup each time you draw a token.

### Tokens

Each time a dungeoneer goes through a door you need to draw an exploration token. Each

### Monsters

Whenever a new tile is placed down you need to



determine whether or not there are any monsters waiting in the room in that particular room or corridor. Monsters are categorised by levels between 1 and 5, so that a level 1 monster is very weak and a level 5 monster is very dangerous. A single dungeoneer can kill lots of level 1 monsters on his own, but it will take a whole group to kill a single level 5 monster.

When each new tile has been placed down roll 2D6 and refer to the below table to see what level of monster is in the location, and how many monsters of that type there are. For each tile on the board after the first you add +1 to the dice roll, so that if there are 5 tiles on the board (or 6 with the first corridor) you would roll 2D6+5.

<b>Result</b>	<b>Monsters</b>
2-4	No monsters
5-6	1D3 level 1
7-8	1D6 level 1
9-10	1D3 level 2
11-12	1D6 level 2
13-14	1D3 level 3
15-16	1D6 level 3
17-18	1D3 level 4
19+	One Level 5

If you roll a double number on the dice then there are two separate groups of monsters in that location. Immediately roll again to determine the second group, if that roll is a double, roll again and so on.

For example: The dungeoneers open a door into the seventh tile of the game (excluding the first) so roll 2D6+7 to determine what monsters are in the room. A 6 is rolled on the dice so with a total of 13 there are 1D3 level 3 monsters in the room.

However, because the 6 was as a result of two 3's, a second roll is made, this time resulting in a total of 17. So, inside the other room are 1D3

level 3 monsters and one level 4 monster.

When the number and levels of the monsters are determined they need to be placed on the tile in question. This is done by the player who opened the door. Place the first monster in the centre of the tile and the others adjacent to it and so on. You won't always be able to place the first monster in the exact certain, but that doesn't matter, place the first one as close to the centre as possible.

The other monsters must be placed directly adjacent to the first, if possible, until all the neighbouring squares are filled. Then you may place any other monsters on any square so long as it is next to one of the monster already on the tile. If there are more monsters than there is space on the tile then any other monsters are discarded. A horde can only be so big.

### **Moving**

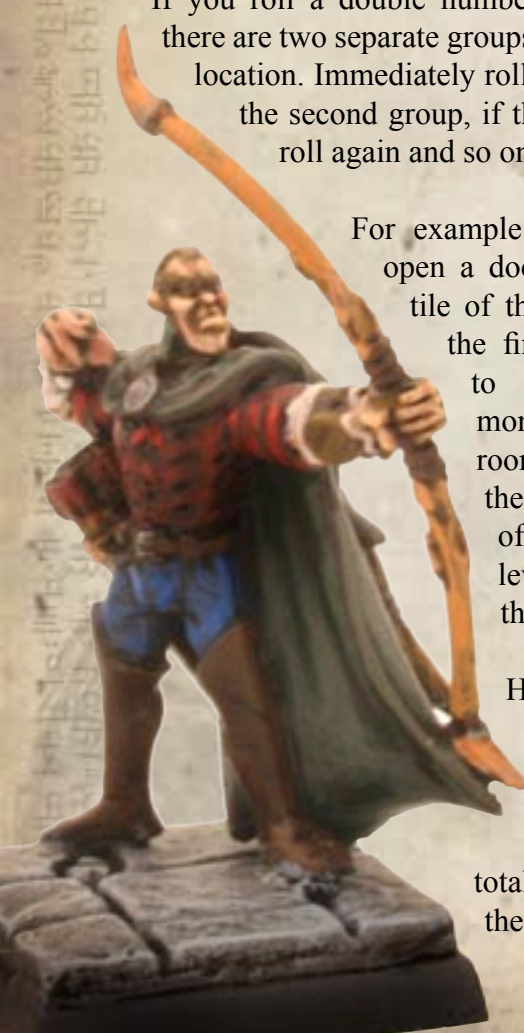
Each dungeoneer can move a number of squares equal to his Move ability. With doors, you can move to and from a door tile from any square that is in contact with it. These can be in any direction, including diagonal. A dungeoneer can move adjacent to other dungeoneers and past them, but a dungeoneer may only do this to a monster if that monster is already fighting another dungeoneer. A dungeoneer who moves next to a monster has to fight that monster.

### **Fighting**

Fighting is divided into three segments, hitting, wounding and saving. When you fight your dungeoneer rolls a number of dice equal to his Fighting ability. Each time he equals or beats the monster's Defence ability, he scores a wound. The monster can save the wounds by making an Armour roll for each wound they take. If the number of wounds taken equals or beats the monster's Health, it is killed, if not the monster survives. Dungeoneers and monsters who are killed are removed from the board.

For example: The Warrior fights an orc. The Warrior has Fighting 5, so he rolls 5D6. The orc has Defence 3, so the Warrior scores hits on a roll of 3, 4, 5 or 6. From the 5 dice rolled he scores 3 hits. The orc has Armour 6+ and so rolls 3 dice, 1 for each hit, saving only on a roll of 6. He makes 1 save, and so takes 2 wounds. As he only Health 1 he is killed.

Dungeoneers and monsters who receive wounds keep them for the rest of the game until they are either dead or healed. Make a note on a piece of paper how



many wounds your dungeoneer receives. It is up to the monster player to keep track of monster wounds. Alternatively use tokens or mini dice to record wounds.

### Shooting

Some dungeoneers have ranged weapons with which they can attack enemies on the same tile as them. However, you cannot shoot through other models or around corners. Shooting works just like fighting, except you roll a number of dice equal to the dungeoneer's Shooting. Hits and wounds are then determined as described above.. You can only shoot in straight lines, either straight forward or diagonally.

### Magic

The Cleric and Wizard dungeoneers both can cast spells during their respective goes. On each playing card it states which spells these dungeoneers can cast and the difficulty number necessary to cast the spell. To cast a spell roll a D6, if the number rolled is equal or higher than the difficulty of the spell, the spell has been successfully cast.

Refer to the spell list for what the effects of the spells are. Only one spell can be attempted per player per turn. If it fails, the dungeoneer cannot cast another or try again. However, if a player is really desperate for a spell to be cast he can voluntarily lose 1 wound to be able to cast the spell automatically after the roll has failed.

### Treasure

When your dungeoneer kills a monster he immediately gains the treasure it was carrying. Refer to the table below determine how much gold the dungeoneer receives. The higher the level of monster the more gold it is worth.

Monster	Gold
1	1
2	1D6
3	2D6
4	4D6
5	8D6

If more than one dungeoneer was involved in the kill, then the gold is divided up evenly according to wounds caused. With numbers that cannot be split, find the closest divisible number and split that. Then any remainder is split evenly until the remaining gold cannot be divided and is lost.

For example: The Warrior and the Elf have managed to kill an ogre chief, which is a level 4 monster. To determine how much gold it is carrying 4D6 are rolled, resulting in 15 gold. The ogre chief had 4 wounds, of which three were caused by the Warrior and one by the Elf.

Therefore the Warrior receives three quarters of the gold and the Elf one quarter. Because 15 cannot be divided equally, the closest number that can is 12, so the Warrior takes 9 gold and the Elf 3. Then there is 3 gold left over, of which 1 goes to each and the remaining one is lost.

### THE MONSTER PLAYER

Players take it in turns to play the monsters in the game. Whichever player's go it is when a door is opened and monsters placed on the board becomes the Monster Player at the end of the turn. Next turn, whichever player is next in the order or play becomes the Monster Player and so on until all the monsters are dead.

As the Monster Player you make all the dice rolls and moves for the monsters on the board, but you can't just do anything you want. When it is your go you can move and fight with your monsters, but you must use them fairly. Well, reasonably fairly. Monsters who are next to a dungeoneer must fight the dungeoneer who fought them, or if several did the monster but fight the dungeoneer who wounded them. If several dungeoneers fought, but failed to wound, the Monster Player can choose who to attack.

Monster will always move and attack the closest target. You can't move them away from your dungeoneer and make them fight other dungeoneer. However, because you can choose in which order the monsters act, you can be sly and have your weaker monsters move up and fight the closest dungeoneers, allowing your tougher monsters to move past those dungeoneers already fighting, and fight players



at the back of the group.

This is also a great way to get revenge on a player who is beating you collecting gold.

If there is a dungeoneer fighting another monster then you must move any other monsters to fight dungeoneers not fighting. So you can't have all your monsters attack one poor dungeoneer. However, if there are no other dungeoneers on the tile then you can choose to have the monsters all attack whichever dungeoneers are in the room or have your monsters leave the room to attack other dungeoneers. It's your choice.

### ENDING THE GAME

The game ends in one of two ways, either when all of the monsters on the final dungeon tile are dead, or after you have fought and killed the level 5 monster. Once either of these two things occur the player who has collected the most gold wins the game.

Only live dungeoneers count here, so if your brave Dwarf dies in the final battle it doesn't matter how much gold you have collected. If all the dungeoneer have died before this point is reached then everyone has lost and all the players should bow their heads in shame!

### MONSTER MINIATURES

Because the monsters are described only by levels you can use any miniatures you have in your collection to represent them. Below are some examples of what monsters to use for the respective levels, but these are nothing more than examples.

You can use most models to represent most monsters, within reason. So, if you decided to play an all undead dungeon, you could use a skeleton model as an easy level 1 skeleton guard, or use it has an level 5 undead lich lord.

Monster Level	Example
1	Goblin, giant rat,
2	Orc, brigand, wolf
3	Ogre, werewolf, minotaur
4	Giant, golem, huge spider
5	Demon, dragon, lich

### EXPANDING THE GAME

Dungeon is so ridiculously simple that its very easy to

expand upon the rules to customise the game to your own particular tastes. If you want to create your own spells, dungeoneers or monsters then go for it.

There are no hard and fast rules as to what you can and can't do, just try to be fair. So no Barbarian dungeoneers with more Fighting than a Warrior, more Wounds than the Dwarf and better with a bow than the Elf. If you're a sci-fi fan then why not do dungeoneer in space?

As for dungeon tiles there are plenty of games out there that use them which you could instead of the ones we've provided, or you can make your own. Caverns, chasms, ice caves, underground streams, stalagmite chambers, bridges are all potential tiles that you could use just for the aesthetics or create special rules for them.

Maybe in the ice cave you have to roll a D6 for each square you move, on a roll of a 1 you fall over and can't move for the rest of the turn. Whatever you decide to do ...just have fun!



# APPENDICES

Below is a list of abilities for the various dungeoneers and monsters and the spell list.

## Monsters and Dungeoneer List

	Move	Fighting	Shooting	Defence	Armour	Health
Warrior	5	5D6	-	5+	4+	5
Dwarf	4	4D6	-	4+	4+	6
Elf	7	4D6	5D6	5+	5+	5
Wizard	5	2D6	-	3+	6+	4
Cleric	5	4D6	-	4+	4+	5
Thief	6	4D6	4D6	5+	5+	5
M. Level 1	5	1D6	-	2+	6+	1
M. Level 2	5	2D6	-	3+	6+	1
M. Level 3	5	3D6	-	4+	5+	2
M. Level 4	5	4D6	-	5+	4+	4
M. Level 5	5	5D6	-	5+	3+	8

## WIZARDS SPELLS

### Fireball (4+)

Select a square on same tile as the Wizard. This is where he sends a ball of fire that explodes, blasting the hapless creature in the square and everything adjacent to it for 1 wound that can be saved as normal. You cannot pick a square that has a dungeoneer adjacent to it or actually on the square.

### Lightning Bolt (4+)

You fire a bolt of lightning that passes through each square in a line either diagonally or straight ahead of the Wizard until it runs out of energy or hits a wall. The lightning bolt starts with 5D6 of energy, and loses 1D6 for every two squares it travels. When it hits a monster roll a number of D6 equal to its remaining energy, for each roll of 4+ the monster takes a wound (saved as normal). The bolt continues, but after passing through the monster loses another D6 of energy. The bolt cannot pass through a dungeoneer.

### Teleport (5+)

Select any not occupied square on the board. The Wizard instantly is moved to the new square, regardless of whether he was next to a monster. He can now continue his go.

### Disintegrate (5+)

The most difficult and powerful spell in the Wizard's arsenal can destroy most creatures and leave them as ash. Pick a monster on the same tile to take 1D3 wounds with no saves.

## CLERICS SPELLS

### Smite (3+)

The Cleric sends a force of holy energy to smite a single foe. Choose a monster on the same tile. You can fight it as if you were adjacent to it.

### Heal (3+)

Calling upon his goodly powers the cleric can heal a friend or himself. You can heal 1 wound to either yourself or a dungeoneer adjacent but the dungeoneer must pay you 1 gold each time you heal. If you heal yourself you must discard 1 gold.

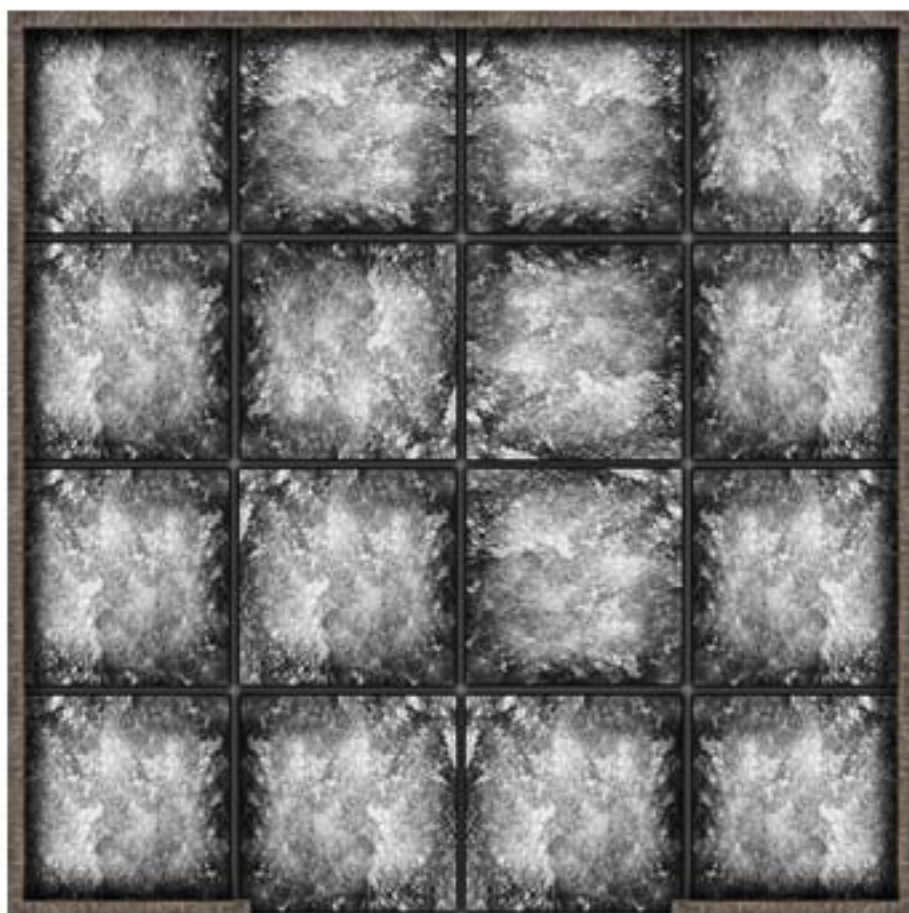
### Holy Shield (5+)

A magical field surrounds you, blocking enemy attacks. You receive an extra save against wounds that works on a 5+. Any wounds not saved by your armour can be saved by the Holy Shield, but once a wound has been caused the spell is dispelled.

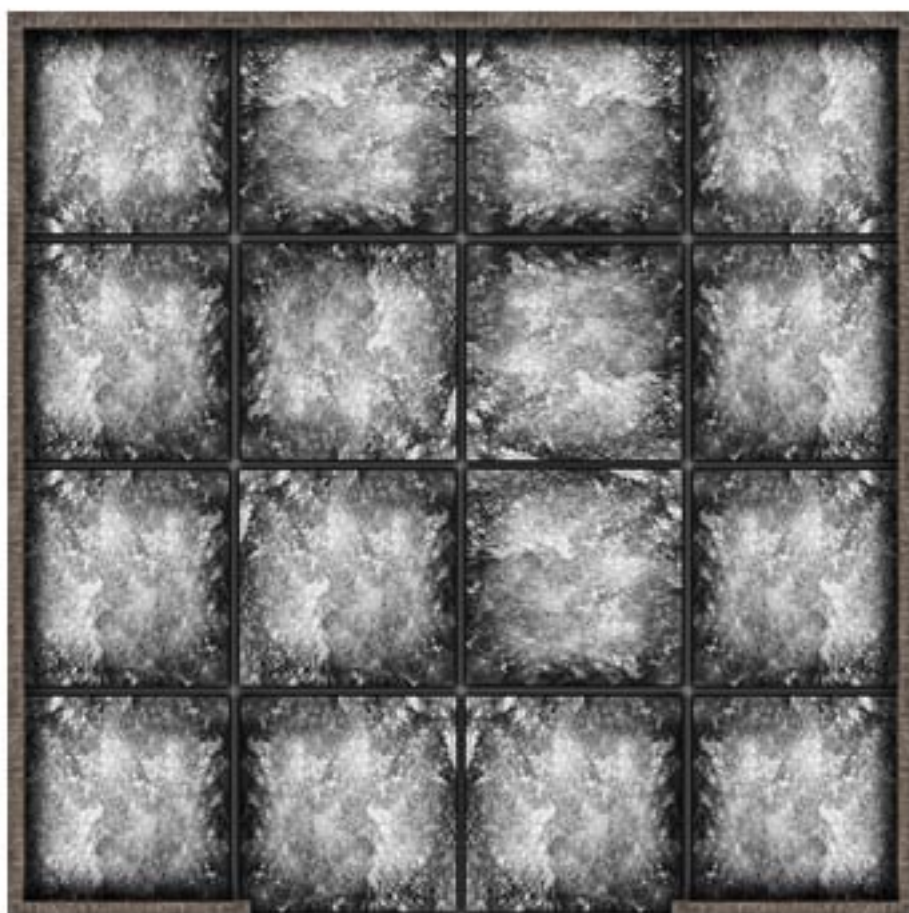
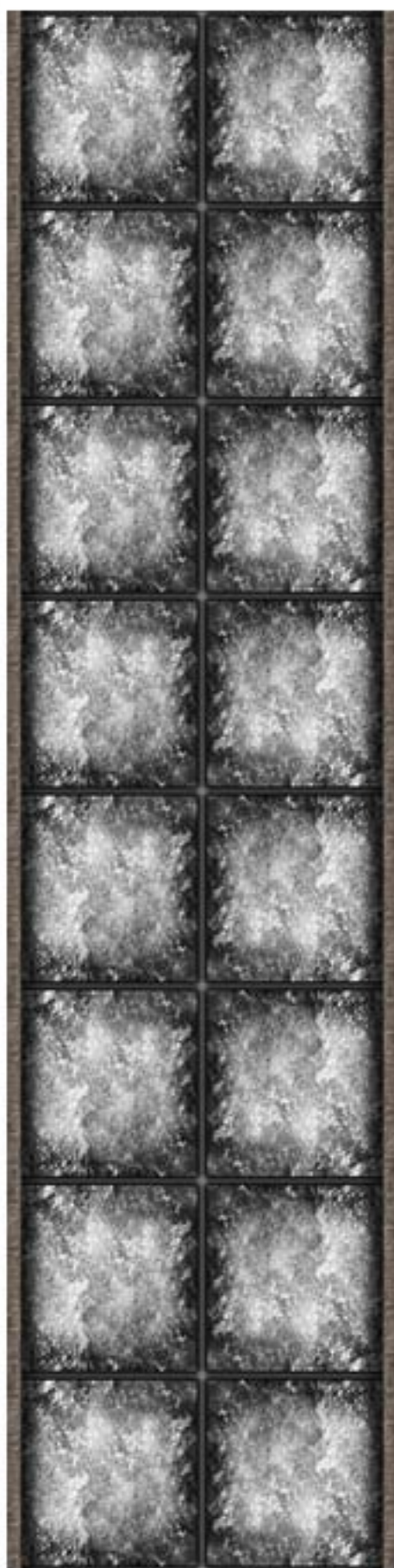
### Summoning (4+)

The Cleric calls upon his god to bring a helper to his side. The Cleric summons either 1 level 2 monster or 1D3 level 1 monsters. These are placed adjacent to the Cleric and he controls them on his go. The Cleric can never have more than 1 summoning spell in effect at the same time.

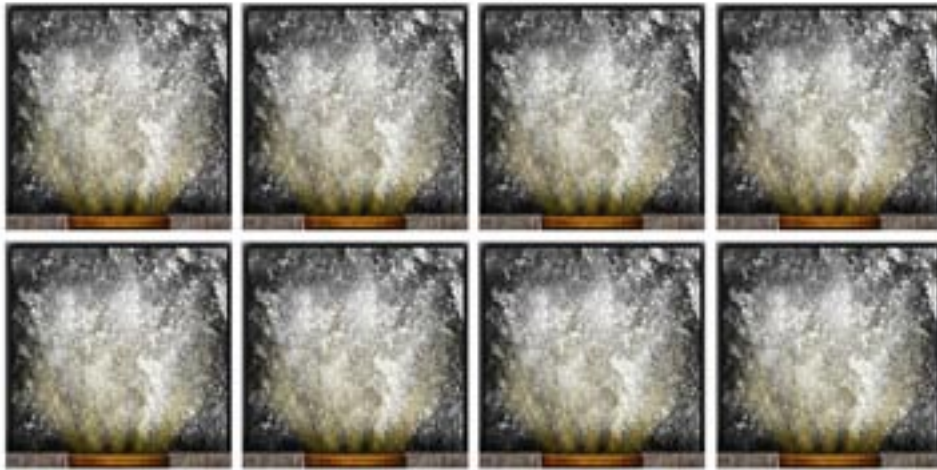
V SMALL ROOM V



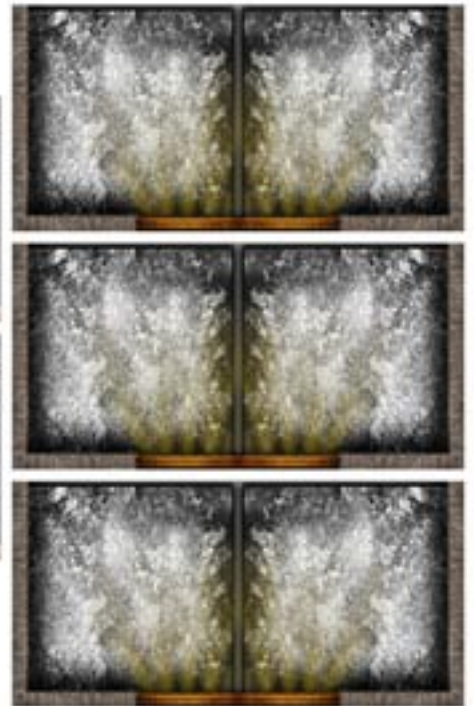
V LONG CORRIDOR V



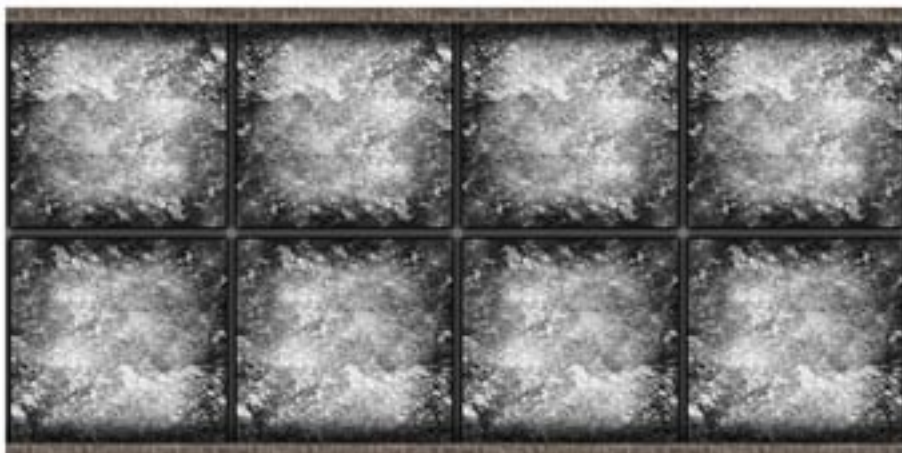
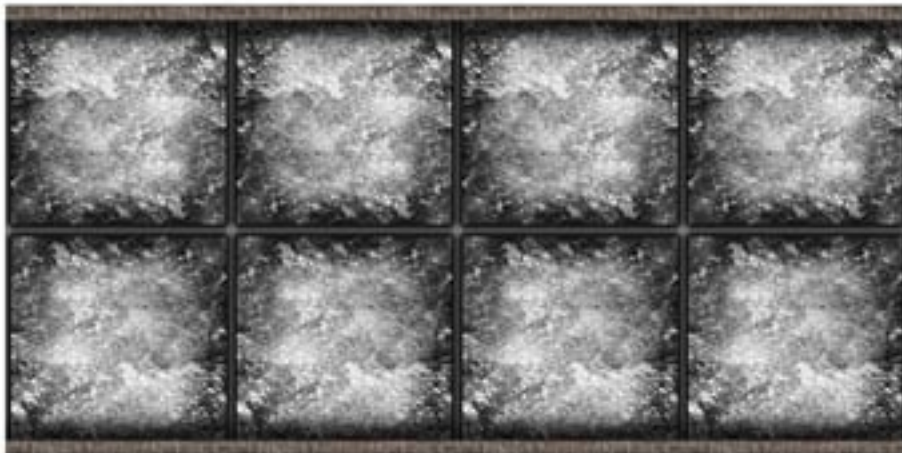
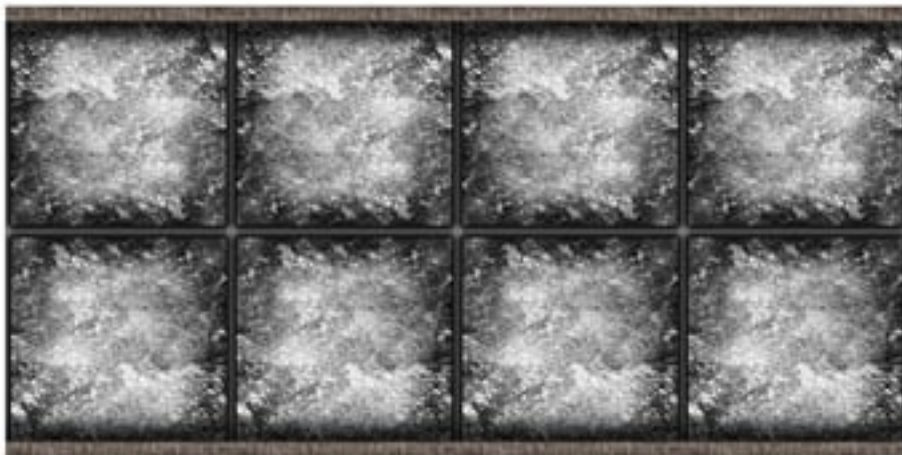
V SINGLE DOORS V



DOUBLE DOORS >



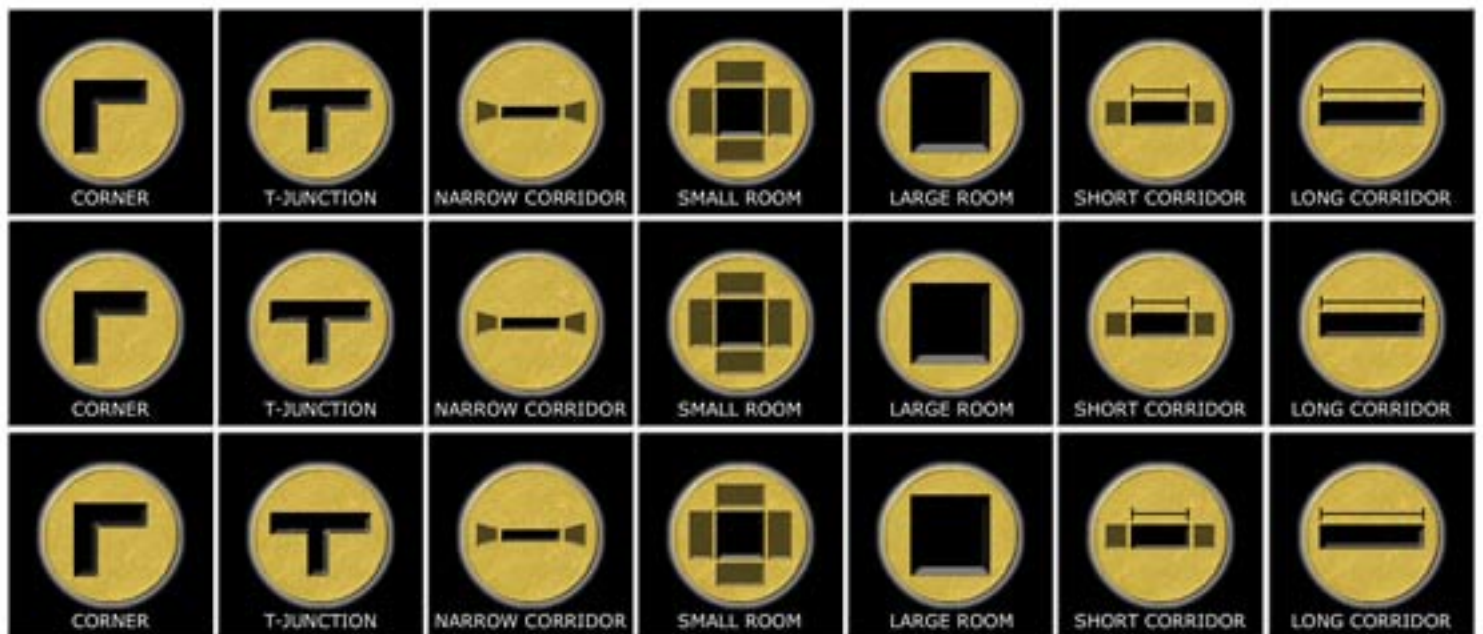
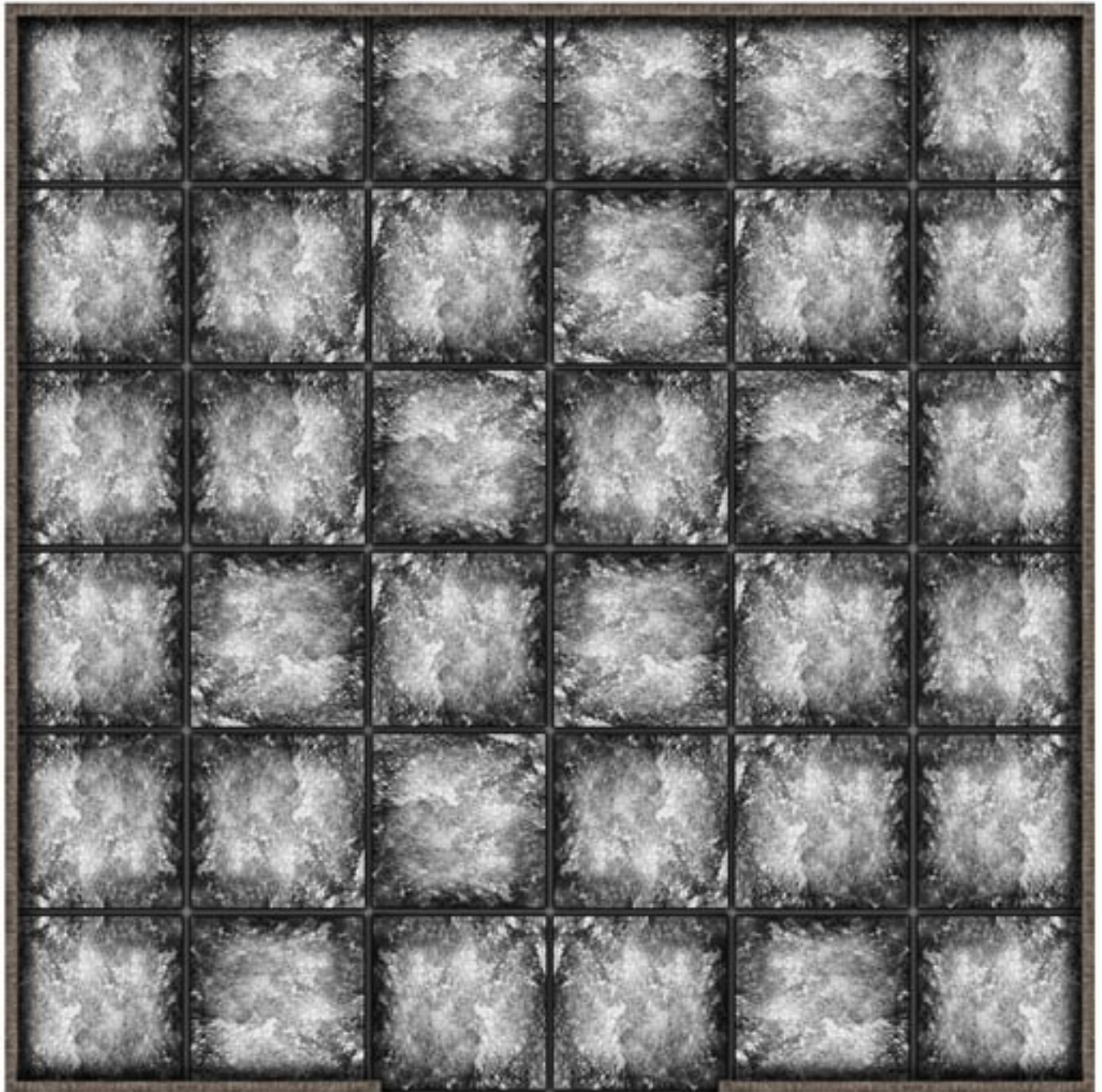
V SHORT CORRIDOR V

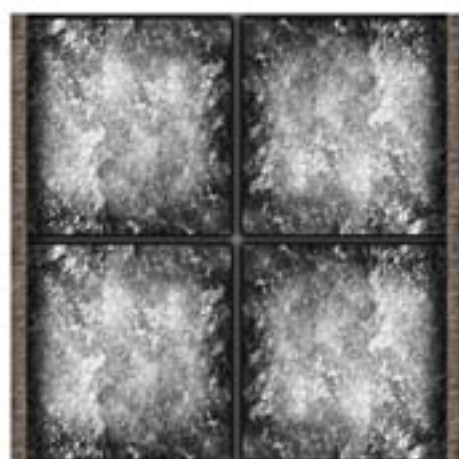
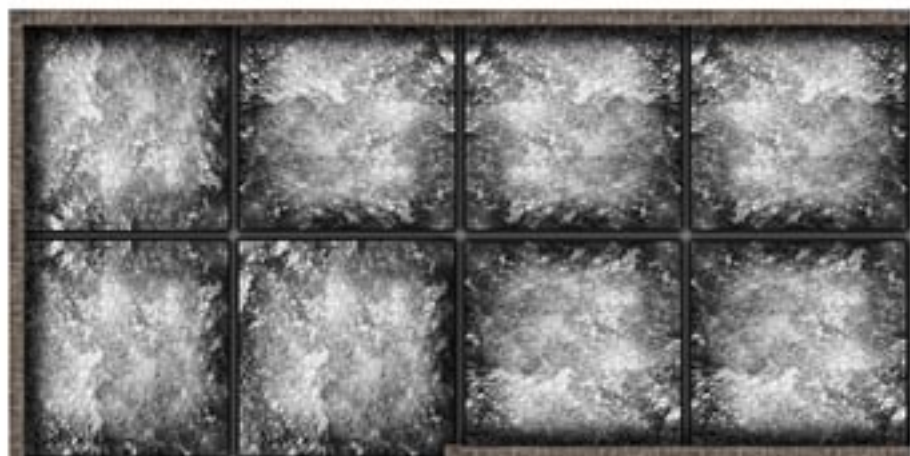


V NARROW CORRIDOR V

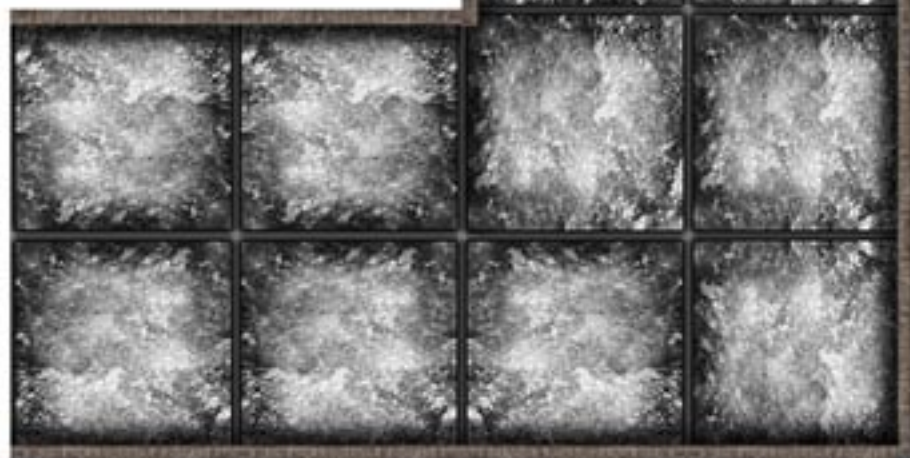


V LARGE ROOM V

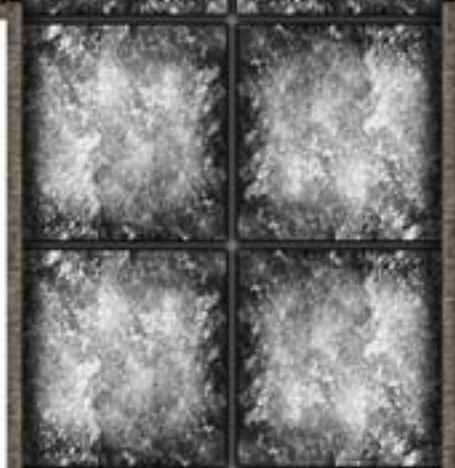











^ CORNER V



V T-JUNCTION V



40	40	20	20	20	20	10
10	10	10	10	10	10	10
5	5	5	5	5	5	5
5	5	5	5	5	5	5
5	5	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
						
CORNER	T-JUNCTION	NARROW CORRIDOR	SMALL ROOM	LARGE ROOM	SHORT CORRIDOR	LONG CORRIDOR

**ELF**

Move	=	=	=	=	7
Fighting	=	=	=	=	4 D6
Shooting	=	=	=	=	5 D6
Defence	=	=	=	=	5+
Armour	=	=	=	=	5+
Health	=	=	=	=	5

**DWARF**

Move	=	=	=	=	4
Fighting	=	=	=	=	4 D6
Shooting	=	=	=	=	-
Defence	=	=	=	=	4+
Armour	=	=	=	=	4+
Health	=	=	=	=	6

**WARRIOR**

Move	=	=	=	=	5
Fighting	=	=	=	=	5 D6
Shooting	=	=	=	=	-
Defence	=	=	=	=	5+
Armour	=	=	=	=	4+
Health	=	=	=	=	5

**THIEF**

Move	=	=	=	=	6
Fighting	=	=	=	=	4 D6
Shooting	=	=	=	=	4 D6
Defence	=	=	=	=	5+
Armour	=	=	=	=	5+
Health	=	=	=	=	3

**CLERIC**

Move	=	=	=	=	5
Fighting	=	=	=	=	4 D6
Shooting	=	=	=	=	-
Defence	=	=	=	=	4+
Armour	=	=	=	=	4+
Health	=	=	=	=	5

**WIZARD**

Move	=	=	=	=	5
Fighting	=	=	=	=	2 D6
Shooting	=	=	=	=	-
Defence	=	=	=	=	3+
Armour	=	=	=	=	6+
Health	=	=	=	=	4

V LONG CORRIDOR V

