

Of Luck And Fate

Of Luck And Fate is a cooperative board game set in a dark fantasy setting where heroes fight monsters and save the day. The thing is that you aren't heroes, you are regular people that are put in a situation that calls for heroes. Will you rise up to the challenge of being another victim in an unforgiving world?

It's based on the hero's journey and how people are pushed into an adventure out of desperation or necessity. The player's character(s) travel around the lands, collecting equipment, fighting beasts and monsters until they reach the end of their Journey.

To set up the game your party needs an adventure deck that will determine what adventure you are set on. Some will be more beginner friendly and others will require teamwork, a sharp mind and a bit of luck to conquer.

Gameplay:

- It's based on cards, dice and moving around a gameboard.

Setup:

- Select an Adventure, Add an encounter deck that will be added to the Adventures base encounters.
- Make Character('s) and then make an Abilities deck they have.

The Map

Each Adventure has a hexagon top-down map where the player can move from hex to hex to reach their destinations. Where you want to go is dependent on what Adventure you are on.

There are also tiles that are special places that give opportunities or options to do stuff.

Example are:

- Village (Rest)
- Merchant (Buy Equipment)
- Places that offer an encounter.
- Ruins/Dungeons that offer several encounters back to back.

Gameplay

The gameplay is based upon moving around a map and encountering semi-random encounters. Phases of the game are as follows:

Move Phase

Every player has characters that they move around the board and the amount of move points they have is dependent on their characters highest **Mastery**. If your character moves together as a party then they will face whatever Encounter they may meet together as a team. Note that there can be more than one party active. Players/Characters can move separate from the party and go alone if they wish. However they will have to overcome whatever they encounter alone. Once all moves have been made the next phase begins.

Draw Phase

First look at how everyone is positioned and then draw encounter cards for each Party.

Example: If everyone moves as a group they only draw one encounter card. If there are several groups active then draw an encounter card for each group.

Once the cards are drawn, each party must face whatever fate has in store for them.

Encounter Phase

Many encounters are not the same and their rewards if overcome may be very different from each other.

The most dangerous are **Combat** and **Hazards** as they deal damage.

The most rewarding are **Challenges** and **Mysteries** since they can give better equipment than the others encounters can (generally speaking).

End Phase

After the Encounter is defeated, go back to the Move phase.

Combat

To beat a Combat Encounter you have to defeat all opponents you are faced with. Each opponent has health, stats and abilities they will use to defeat you. When an enemy reaches zero they are defeated.

Combat are divided into three phases:

- Draw New Abilities.
- Players turn.
- Enemy turn

Once every enemy is defeated, give out xp and roll for if you found equipment.

Hazards

Unlike Combat where you may only get away with a scratch or two, Hazards are not so forgiving.

There are two parts to Hazards: Finding it and/or surviving it.

If you find it before triggering it they can avoid it and nothing happens.

If you fail to see it then it will trigger and the character gets a chance to escape it before it deals damage to the unfortunate character.

Challenges

Encounters that are meant to test your characters and if beaten they give rewards dictated by the card.

Mysteries

Looks can be deceiving. Imadgen meeting an old woman in the woods only to then find out you angered a witch or finding a healthy appletree in the middle of a glade with a strange feeling about it only to find out hours later that after eating an apple your wounds are gone.

These types of encounters can bring both good and bad if you are not careful.

Characters Stats

Hearts: Your character's wellbeing. When this reaches 0 you might die.

Experience: Everything you do will earn you xp. At set intervals you can increase your character's stats to grow more powerful.

Might: Your character's physical strength and skill with hard labour.

Mastery: Your character's skill at overcoming challenges they may face.

Magic: Your character's connection and knowledge of the supernatural.

Luck: Your character's relationship with Lady Luck. If you push your luck, Beware of her wrath!

Dice Stats

Fist [Might], Key [Mastery], Wand [Magic], Shield [Defense], Blank (No Effect), Skull (Reduce your successes, Damage you or other nasty effects), Stars [Luck] (Free choice of Dice Stat)

Normal Dice

Red Dice represent you Might
(1 Star, 2 Fist, 1 Shield, 2 Blank)

Yellow Dice represent you Mastery
(1 Star, 2 Key, 1 Shield, 2 Blank)

Blue Dice represent you Magic
(1 Star, 2 Wand, 1 Shield, 2 Blank)

Green Lucky Dice
(3 Star, 2 Blank, 1 Skull)

Special Dice

Purple [Cursed Dice]
(2 Skull, 3 Blank, 1 Star)

White [Blessed Dice]
(3 Star, 3 Blank)

The Normal Dice.

You will need these dice to overcome the challenges ahead. Some dice will be more important to have depending on what items and what encounters you stumble upon during your quest. The amount of dice is dependent on your character's stats.

Example:

Let's say your character stats are 2 Might, 2 Mastery, 1 Magic and 2 Luck. That character has **2 Red**, **2 Yellow**, **1 Blue** and **2 Green** dice to use.

If an Encounter requires 1 might and 1 Mastery to succeed.

Let's say that you have 2 red, 2 yellow and 1 blue. You roll all of them and the result are:

- Red Dice (Fist, Blank)
- Yellow Dice (Blank, Shield)
- Blue Dice (Star)

The red dice have a Fist and a Bland so that is one success and that fulfills the mighty requirement. Yellow didn't roll a Key so no success, but it did roll a shield. shields may be useful to avoid damage if there is any. The blue rolled a Star and that is perfect since star can give a success to any requirement, so you can use it to fulfill the Mastery requirement and the encounter is defeated.

Luck Dice are both powerful and dangerous to use, however sometimes you have no choice other than punching your luck to ensure your success.

They are used after the main roll to try and add more successes.

But be warned, if the Luck dice shows a skull they become a cursed dice!

Special Dice.

Cursed Dice are always added to your dice rolls no matter what type of roll you need to make. The skull symbol means something nasty is going to happen to you and it depends on the situation you are in. If a cursed dice lands on a star symbol then it becomes a Luck Dice again.

Blessed Dice are powerful dice you can get from special encounters. You replace a Luck dice for a blessed dice. However, If you use it and get a success it turns back to a Luck dice. Also, If you get cursed then you replace the blessed dice with a Luck Dice.