













WARRIOR					
	OFF	DEF	TYPE	HUMAN	
  	3	3	<i>Hailing from the savage plains, the Warrior fights for honor and glory above all things</i>		
	0	3			
	0	1			
<u><b>SWORDPLAY</b></u>					<b>ACTION</b>
The Warrior may choose a single Melee die and force his opponent to re-roll it					2
<u><b>BULL'S RUSH</b></u>					
After successfully charging into a Melee assault, the Warrior may re-roll a single die					

ELF					
	OFF	DEF	TYPE	ELF	
	1	1	<i>Seeking ancient artifacts stolen from her people, the Elf dispatches her enemies with bow and spell</i>		
	2	2			
	1	1			
<u><b>NIMBLE ARCHER</b></u>					<b>ACTION</b>
The Elf may move a single tile either before or after making an Archery assault					<b>3</b>
<u><b>SWIFT</b></u>					
The Elf may re-roll a single Action die whenever testing for extra movement					

PRIESTESS					
	OFF	DEF	TYPE	HUMAN	
	2	2	<i>Guided by the light of her goddess, the Priestess fights the minions of darkness wherever they lurk</i>		
	0	2			
	2	2			
<u>HEALING SPELLS</u>					ACTION
If the Priestess or an adjacent ally is defeated, roll a die and on a 4,5, or 6 they survive					2
<u>BLESSINGS OF THE GODDESS</u>					
The Priestess may re-roll the effects of a hazard roll, though must take the second result					

THIEF					
	OFF	DEF	TYPE	HUMAN	
	2	2	<i>Drawn by a powerful greed for gold and gems, the Thief will stop at nothing to attain wealth</i>		
	1	3			
	0	2			
<u><b>SNEAK</b></u>					<b>ACTION</b>
Characters wishing to charge the Thief must have line of sight to do so					
<u><b>PILFER</b></u>					<b>3</b>
If the Thief survives a close assault, he may steal 1 die worth of Treasure from his opponent					

DWARF					
	OFF	DEF	TYPE	DWARF	
	3	3	<i>Lusting for all that glitters in the dark, the Dwarf fights to reclaim his homeland and its stolen treasures</i>		
	0	3			
	0	3			
<b><u>RESILIENT</u></b>					<b>ACTION</b>
The Dwarf may re-roll a single Defense die once per test					<b>1</b>
<b><u>GOLDLUST</u></b>					
The Dwarf may pick up Treasure piles as part of another action, provided he moves over them					

MAGE					
	OFF	DEF	TYPE	HUMAN	
  	0	1	<i>Ever searching to expand their knowledge of the arcane, the Mage bravely ventures where old magic lays hidden</i>		
	0	1			
	3	3			
<b><u>PHASE</u></b>					<b>ACTION</b>
In place of moving, the Mage may make a Magic test (5+) to move through a single wall					<b>1</b>
<b><u>GUST</u></b>					
If a Magic assault with the Mage ends in a draw, push the opponent back one tile if possible					

# POCKET-DUNGEONS

A GAME FOR TWO TO SIX PLAYERS BY A. MARSTON CROFT

Welcome to **Pocket-Dungeons**, a modular, fast paced dungeon-crawl that you can take with you and play just about anywhere.

Each set contains all of the pieces necessary to play games for two to six players. This set contains the following pieces:

- 6 delvers (*Warrior, Mage, Elf, Dwarf, Thief, and Priestess.*)
- 10 dwellers (*2 Shambling Corpses, 2 Goblin Warriors, 2 Goblin Hunters, 2 Lizardmen, 1 Shroud Ghost, and 1 Troll*)
- 60 dungeon tiles
- 1 Start tile
- 6 door markers
- 13 counters (*6 Treasure counters, 6 Hazard counters, and 1 Stairs counter*)
- 12 six-sided dice (*6 red Offense dice and 3 blue Defense dice*)

## SETTING UP THE GAME

Before the game begins, you and each of your opponents must choose a delver (reckless, would-be heroes who have come to plunder the dungeon). Once characters are decided upon (randomizing this selection makes for a fun and unexpected game!), the dungeon level must be built. First, place the Start tile in the center of the playing field. Then, roll off to determine who will place the first tile. The first player randomly draws a dungeon tile from the bag and places it so that it branches off from the start tile. Moving clockwise, the next player then draws a tile and connects it to the start tile (if a draw would result in a dead end or connect with another tile adjacent to the start tile, re-draw until you get a legitimate path away from the start). Once the start tile has been surrounded, players continue in this order, placing dungeon tiles so that hallways link up with one another. (*Note: Water tiles may be linked in any direction*)

Once all 60 Terrain tiles have been placed, turn the 13 counters upside down and shuffle them around. Starting with the last player to place a tile and moving clockwise, each player places a counter face-down in a room or hallway until all of the counters have been placed. Only one counter may be placed per tile and any two counters may not be in tiles that are adjacent to one another.

Next, starting with the last player to place a tile and moving clockwise, each player places a door marker until all 6

markers have been placed. Door markers may be placed at any junction between two tiles where hallways and/or rooms connect. Once the last door marker has been placed, the game can begin.

## STARTING THE GAME

Rolling off to determine order, beginning with the winner and moving clockwise, each player places their delver at an entrance of their choice (an entrance is a room or hallway that is adjacent to the start tile). Then, starting with the last player to place their delver, players take turns and moving clockwise for the rest of the game.

## TAKING A TURN

Each turn, a player can perform one of the following actions:

**Explore:** The player may move their delver through the dungeon, attempt to open doors or gather treasure counters.

**Assault:** The player may have their delver engage other delvers or monsters in combat.

**Scheme:** The player may control dungeon dwellers or other hazards and use them against their rival delvers.

Once a single action has been performed, the next player takes their turn and so on.

*Making Tests- Some special abilities and dungeon effects will require the delver to pass a test. To do so, the delver must roll dice for the appropriate ability. Each test will have a difficulty value requiring that at least one die meet the value for the test to be successful. For example, a 4+ Magic OFF test means that the character must roll dice equal to their Offensive Magic value and at least one die has to roll a 4 or higher.*

## EXPLORING

**Movement:** A character may move to any unoccupied tile adjacent to the tile they start in, provided that their path is unobstructed by walls, doors, or other characters.

If the player wishes, they may have their character “rush”. When rushing, roll the character's Action dice and for each die resulting in a 4+, the character may move an additional tile.

**Water tiles:** *Every time a character moves into a water tile, they must pass an Action test (4) or be defeated.*

**Flipping Counters:** If a character's movement takes them to a tile which has a counter on it, their movement stops there and the counter is flipped.

If the counter is revealed to be **Treasure**, roll on the Dungeon Exploration chart to determine the effects. Once any special effects have resolved, the counter is left face-up in the room it was discovered and the delver is free to gather the treasure in subsequent turns (see Gathering Treasure below).

If the counter is revealed to be a **Hazard**, roll on the Dungeon Exploration chart to determine the effects. There are two types of hazards which may occur: **Traps** and **Dwellers**.

When a trap occurs, the delver must immediately follow the trap's instructions. Often, this will require the delver to pass a test.

If a dungeon dweller appears, the player to the delver player's left populates the closest tile possible with the appropriate dweller. The dweller will now stay on the map until it is defeated and may be controlled by players wishing to spend their turn scheming (see below).

In either case, if a trap is survived or a dweller is defeated, the delver who did so may collect the hazard token. If a dweller is left on the map, the hazard token will be placed to the side and will go to whichever (if any) delver defeats them.

**Doors:** If a character's path is blocked by a door they may not proceed in that direction. If they start their turn in a tile containing a door, a character may spend their turn trying to open it. Each time a character attempts to open a door, roll on the Door table in the Dungeon Exploration chart.

**Gathering Treasure:** If a character starts their turn in a tile containing treasure counters, the character may spend their turn gathering the treasure. All of the treasure counters are then taken into the character's inventory (kept off the map by the character's stat card).

## ASSAULTS

When one character (delver or dweller) decides to attack another, this is called an **Assault**. There are two kinds of assaults: **Close Assaults** and **Ranged Assaults**.

**Close Assaults:** To perform a close assault, the attacking character moves onto an adjacent enemy's tile. A character may perform a rush to do so (this is called a **Charge**), though must move the entire distance and, if the charging character cannot reach the enemy tile, no assault will occur.

Once the assault begins, the attacker declares **Melee** or **Magic** combat, and each player rolls Offense and Defense dice based on the corresponding OFF and DEF values of their respective characters. These rolls represent the attacker striking and the defender simultaneously counter-striking. Match Offense dice

to Defense dice from highest to lowest, removing ties. The highest single die value determines if each strike succeeds.

*Example combat:*

*Attacker (OFF: 2, DEF: 2) – Offense: 6, 1 Defense: 3, 1*

*Defender (OFF: 1, DEF: 2) – Offense: 3 Defense: 4, 2*

*Attacker's strike (6, 1 strikes 4, 2): The attacker's 6 is the highest die value, so the strike succeeds.*

*Defender's counter-strike (3 strikes 3, 1): The defender's 3 and the attacker's 3 cancel each other out. The attacker's 1 is the highest remaining die value, so the counter-strike fails.*

If one strike succeeds, the struck character is defeated and is removed from the map. If both the strike and the counter-strike succeed, both characters are defeated and removed. If neither strike succeeds, the combat is a stalemate and the attacker returns to the last tile they occupied before entering their enemy's tile.

**Re-rolls:** Some abilities and situations allow characters to re-roll one or more dice before the assault resolves. Alternate re-rolls starting with the attacker, one at a time unless otherwise specified by a special ability.

**Ranged Assaults:** Ranged assaults use a number of dice equal to the offense and defense of both the attacking and defending characters' **Ranged** or **Magic** values (chosen by the attacking character) and function in the same way as close assaults except for the following ways:

-The attacking character may not move during the turn in which they attack and does not move into the tile occupied by the defender if victorious.

-Both the attacking and defending character must share line of sight (rooms and hallways connected in a straight line). Other characters, unexplored counters and doors disrupt line of sight.

*-Kickers-*

*Some characters (such as the Troll) have abilities with secondary value set in parentheses. This value is known as the **Kicker**. Whenever a unit rolls a test with that ability, they gain an additional value equal to the kicker (as if they had rolled that value on an extra die).*

## SCHEMING

In place of acting with their delver, a player may instead wish to operate a dungeon dweller that has been placed on the map. Dungeon dwellers act and operate in the same way as delvers with the following exceptions:

-Dwellers do not trigger unexplored counters and may move over them. However, unexplored counters still block line of sight for ranged assaults made by dwellers.

-When Gathering Treasure, keep the treasure counters off to the side of the map. All dwellers are considered to be carrying the treasure and the next dweller to be defeated will drop the treasure counters in its tile.

-The same dweller may not be activated two turns in a row.

### DEFEATED DELVERS

If your delver is defeated, they are removed from the map. Players who have lost their delver may, however, continue to scheme and control dungeon dwellers or, may enter the game from the start tile as one of the unused delvers.

### WINNING THE GAME

Once the Stairs counter has been revealed, delvers are free to exit the dungeon. Once a delver leaves, they may not return. Whichever delver leaves the dungeon with the most treasure counters is the winner. In the case of a tie, the delver with the most hazard counters wins.

## DUNGEON EXPLORATION

2D6	TREASURE
2-10	<b>LOOT!</b> Place the treasure counter face up
11	<b>ITS A TRAP!</b> Place the treasure counter face up and roll on the Trap table
12	<b>SQUATTER'S RIGHTS!</b> Place the treasure counter face up and roll on the Encounter table


2D6	DOOR
2-5	<b>OPEN SESAME!</b> The door swings wide and you may remove the door marker
6-7	<b>DARN, ITS LOCKED!</b> Make an Action or Melee OFF test (4+) and remove the door counter if the test is passed
8	<b>DARN, ITS REALLY LOCKED!</b> Make an Action or Melee OFF test (6+) and remove the door counter if the test is passed
9-10	<b>SURPRISE!</b> Remove the door marker and roll on the trap table
11-12	<b>BOO!</b> Remove the door marker and roll on the encounter table





2D6	HAZARD
2-6	<b>ROLL FOR A TRAP!</b>
7-11	<b>ROLL FOR AN ENCOUNTER!</b>
12	<b>ROLL FOR AN ENCOUNTER, THEN FOR A TRAP!</b>




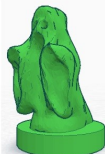
2D6	ENCOUNTER
2-3	A Goblin Warrior appears!
4-5	A Goblin Hunter appears!
6-7	A Shambling Corpse appears!
8-9	A Lizardman appears!
10	A Shroud Ghost appears!
11	A Troll appears!
12	Re-roll and roll once more!




2D6	TRAP
2	<b>POISON DART!</b> The delver must pass a Ranged DEF test (4+) or be defeated
3	<b>BOTTOMLESS PIT!</b> The delver must pass an Action test (5+) or be defeated
4	<b>TELEPORTATION!</b> The delver must pass a Magic DEF test (5+) or the player to their left may pick them up and place them in an unoccupied tile of their choice
5	<b>MIND CONTROL!</b> The delver must pass a Magic DEF test (4+) or any player may control the delver until his next turn comes around
6	<b>FIREBALL!</b> The delver and all other characters within two tiles of the delver in any direction must pass a Magic DEF test (3+) or be defeated
7	<b>SHIFTING CORRIDORS!</b> The player to your left may turn any tile adjacent to you in whichever way they choose
8	<b>CAVE IN!</b> The delver must pass an action test (5+) or be defeated. If passed, move the delver one tile in any open direction. If the delver is unable to move, they are defeated. Remove the tile from the map.
9	<b>PARALYZATION!</b> The delver must pass a Magic DEF test (6+) or be placed on their side. The delver may not act again other than to attempt this pass this test at which point you may stand the delver up and, after that turn, act as normal
10	<b>AMBUSH!</b> Roll 1D6 times on the encounter table
11	<b>MIND SWAP!</b> Randomly determine another character currently on the map. For the remainder of the game, you control that character and, if your character either goes to another player or becomes a dweller and may be activated when scheming
12	<b>GAS CLOUD!</b> The entire dungeon floods with poisonous gas. From now on, each turn, before a character acts they must pass an Action test (2+) or be defeated





GOBLIN WARRIOR					
	OFF	DEF	TYPE	GOBLIN	
	2	1	<i>Always keen for a good braining, these malevolent beings are drawn to the dark places by the glitter of gold</i>		
	0	2			
	0	1			
<u><b>CRAVEN</b></u>					<b>ACTION</b>
Whenever a Goblin Warrior wishes to assault, roll a and, on a 1-2, no action occurs					<b>3</b>
<u><b>AMBUSH</b></u>					
After successfully charging around a corner, your enemy's dice pools are reduced by one					

LIZARDMAN					
	OFF	DEF	TYPE	LIZARDMAN	
  	2	2	<i>Entering the dungeons through subterranean waterways, these scaly humanoids hunt for prized to bring to their tribe</i>		
	0	3			
	0	2			
<u><b>AMPHIBIOUS</b></u>					<b>ACTION</b>
Lizardmen are not required to test for entering a water tile					<b>2</b>
<u><b>AQUATIC SUPERIORITY</b></u>					
Lizardmen may treat all water tiles as if they are adjacent for the purpose of movement					

GOBLIN HUNTER					
	OFF	DEF	TYPE	GOBLIN	
  	0	1	<i>Silent as a mouse and just a cowardly, these green-skinned minions prowl the dungeon with bowstrings drawn</i>		
	2	2			
	0	1			
<u><b>CRAVEN</b></u>					<b>ACTION</b>
Whenever a Goblin Warrior wishes to assault, roll a and, on a 1-2, no action occurs					<b>3</b>
<u><b>SNEAK</b></u>					
Characters wishing to charge the Thief must have line of sight to do so					

SHROUD GHOST					
	OFF	DEF	TYPE	UNDEAD	
  	0	3	<i>Some who delve too deeply into the dungeons linger to haunt the winding corridors for an eternity</i>		
	0	3			
	2	3			
<u><b>UNDYING</b></u>					<b>ACTION</b>
If a Shroud Ghost is defeated by non-magic, roll a die and on a 4+ it is not removed					2
<u><b>INCORPOREAL</b></u>					
A Shroud Ghost may move through walls, doors and other characters					

SHAMBLING CORPSE					
	OFF	DEF	TYPE	UNDEAD	
	1	3	<i>In some deep places, it is said that dark magic will keep men from their death, enslaving them into mindless servitude</i>		
	0	3			
	0	1			
<u><b>UNDYING</b></u>					<b>ACTION</b>
If a Shambling Corpse is defeated by non-magic, roll a die and on a 4+ it is not removed					<b>1</b>
<u><b>AURA OF FEAR</b></u>					
A acting character adjacent to a Shambling Corpse must pass a Magic DEF test (4+) or rush away					

TROLL					
	OFF	DEF	TYPE	TROLL	
	3(4)	3(5)	<i>Lumbering through the ancient halls, these temperamental hermits want nothing more than to be left alone</i>		
	0	3(5)			
	0	2			
<u><b>TOUGH HIDE</b></u>					<b>ACTION</b>
A Troll may force an opponent to re-roll a single Melee or Ranged offense die of its choice					<b>1</b>
<u><b>ANGRY</b></u>					
If a character is in line of sight, a Troll may only spend its turn charging toward the closest character					