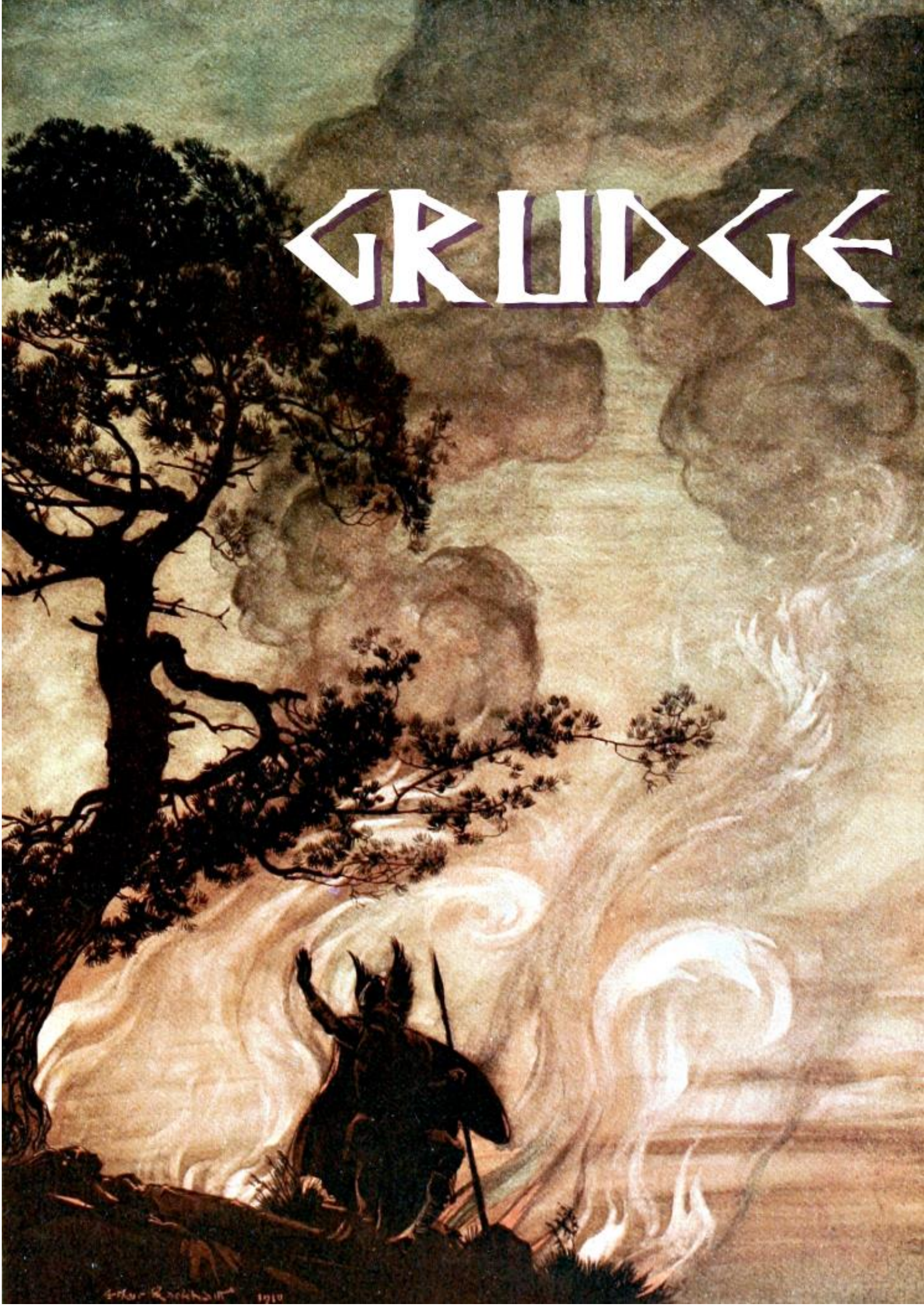


GRUDGE



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Grudge is a solo tactical combat game for the One Box Game challenge. It can be played with the [Warp Miniatures Patreon welcome pack](#), or you can source the required miniatures yourself.

Grudge is a rip-off of the combat system from *His Majesty the Worm* by Joshua McCrowell, and takes heavy inspiration for its dungeoncrawling rules from *The Valley* by Malev, including copying *Valley's* three spawning locations for Monsters.

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Illustrations are in the public domain and are from [The Rhinegold and the Valkyrie](#) (illustrated by Arthur Rackham) or [Grimm's Household Tales](#) (illustrated by Robert Anning Bell).

WHAT YOU NEED

Miniatures and terrain:

- 3 tents (1 square by 1 square)
- 1 big tent (2 squares by 2 squares)
- 2 fences (2 squares by 1 square)
- Campfire (1 square)
- Spitroast pig (1 square)
- Four goblins: sword and shield, sword, spear and bow
- Goblin wolf rider
- Troll
- Dwarf warrior

Two decks of cards.

A chessboard (or other 8x8 grid).

HOW THE GAME WORKS

The Warrior goes through several rooms on their quest for revenge. In each room the Warrior battles some combination of Goblins, or a Troll ("the Monsters"). Some rooms have a Stuck Pig, which the hero can Loot for treasure, or a campfire, which indicates that the Warrior can rest in that room.

In each round of the battle, the Warrior chooses cards to determine what actions they take, when they take those actions, and how defended they are against the actions taken by the Monsters.

The Monsters do much the same, except their cards are chosen randomly. From time to time, the Monsters' cards will reset. An alert player can therefore anticipate what the Monsters will do next.

When all the Monsters are defeated, the Warrior moves on to the next room and at some point may face a Troll. After the Troll is defeated, the game ends and the Warrior is triumphant and can retire. Otherwise, the game ends when the Warrior is defeated.

SET UP

The Warrior starts with a Weapon of your choice, a Shield, a Helmet and a Breastplate, or with two Weapons and no Shield. A good starting weapon is an Axe. The Warrior has opportunities to Loot other Weapons.

The Warrior has three Stats: Spades, Clubs and Hearts. Distribute 4, 3 and 2 between the three Stats as you wish. Spades is used to attack, Clubs to move and Hearts for spells and miscellaneous actions.

The Warrior has 5 Health. Their Speed equals their Clubs value.

PREPARING THE DECKS

Remove the Diamonds from each Deck. A complete set of 13 Diamonds serves as the Initiative Hand for the Warrior, and other set as the Initiative Deck for the Monsters.

Shuffle the remaining cards from one Deck (the Spades, Clubs and Hearts, plus 2 Jokers). This is the Warrior Deck.

Shuffle the remaining cards from the other Deck (again, including Jokers). This is the Monster Action Deck.

TERMINOLOGY

The Warrior and the Monsters are all Characters. Rules applying to a Character apply to the Warrior and to the Monsters. The Monsters are allies of each other. The Warrior is the enemy of the Monsters, and all Monsters are the enemy of the Warrior.



DETERMINING THE CHALLENGE

A Challenge consists of a Room (the Elements on the board) and an Encounter (the Monsters).

THE ROOM

Roll 1d6 to determine the type of Room:

1. Tent City (3 Tents, 1 Big Tent)
2. Tent City with Campfire
3. Tent City with Stuck Pig
4. Outskirts (2 Tents, 2 Fences)
5. Outskirts with Campfire
6. Outskirts with Stuck Pig
7. Player's choice

The Warrior may experience the same type of Room multiple times.

Placing the Pig: If placing a Stuck Pig, roll 1d6 to determine which row to place it in (skipping the outer rows) and then 1d6 to determine which column (again, skipping outer columns).

Placing other Elements: Then player then places the Tents, Fences and Campfire as they wish.

Starting edge: Then roll 1d6 to determine which edge the Warrior starts from. The player can place the Warrior in any unoccupied space on that edge.

1: North, 2: East, 3: South, 4: West, 5–6: Reroll, 7: Player's choice.

THE ENCOUNTER

Roll 1d6 for the Encounter. If the Warrior has already experienced that Encounter, the player may roll again – but does not have to. The player may choose to fight the same Encounter multiple times.

Encounters:

1. **Best Not Miss:** *Watching* Goblin Boss with Flail, *Watching* Goblin with Bow
2. **Ambush, Theirs:** *Intimate* Goblin with Blade, *Lurking* Goblin with Spear, *Lurking* Goblin with Bow
3. **Duel:** *Lurking* Goblin Boss with Hammer
4. **Ambush, Yours:** *Intimate* Goblin with Bow, *Watching* Goblin with Spear, *Watching* Goblin with Blade and Shield
5. **Warparty:** *Lurking* Goblin with Blade, *Lurking* Goblin with Spear, *Lurking* Goblin with Bow, *Lurking* Goblin with Blade and Shield
6. **Strategists:** *Intimate* Goblin with Blade and Shield, *Lurking* Goblin with Spear, *Watching* Goblin with Bow
7. **The End:** *Watching* Troll

The player places the Monsters in the Challenge wherever they like, provided they do not violate the rules for their spawning locations. They are:

- **Intimate:** Place adjacent if possible, otherwise as close as possible.
- **Lurking:** Place within 5 spaces, but out of line of sight if possible.
- **Watching:** Place as far away as possible, while being in line of sight.

The player then chooses which weapon the Warrior is wielding (if the Warrior has more than one).

CHALLENGE PROCEDURE

The Challenge consists of any number of Rounds. Characters take Turns within each round, with each Character getting one Turn on which they can take their one Main Action for the Round.

Though they only get one Main Action each Round, each Character gets one or two other opportunities to act in any given Round thanks to Reactions and Interrupts.

EACH ROUND

Each Round, the Warrior:

1. Draws a hand of three cards from the Warrior Deck
2. Chooses a card from the Initiative Hand. That is the Warrior's Initiative for the Round.
3. Plays one card as their Main Action, one card as their Reaction and one card as their Interrupt.

Then draw a card from the Monster Initiative Deck. All Monsters will act on that Initiative count. If the Monster Initiative Deck is exhausted, flip over the Monster Initiative Discard Pile and keep drawing.

Then draw three cards from the Monster Action Deck. The first is the Monster's Main Action, the second their Reaction and the third their Interrupt.

The Characters with the lowest Initiative take their turns first, then the Characters with the second lowest Initiative and so on until all have acted. If multiple Characters would act on the same turn, the player chooses their order.

Once all characters have had their turn, and any final Reactions or Interrupts have been resolved, Characters discard all cards and begin the next Round.

EACH TURN

On their turn, a Character gets to take their Main Action. While a Character's Reaction and Interrupt are dictated by the suit of the card, a Character's Main Action can be of any suit – the card only determines the action value.

After any Character has had their turn, another Character can use their Reaction. The player chooses when the Warrior uses their Reaction; the Monsters take their Reactions as soon as there is any value in doing so.

A Character's Main Action or Reaction may trigger an Interrupt from that Character or another Character. If so, they *may* use it (in the case of the Warrior) or *do* use it (in the case of the Monsters). Interrupts often happen before or during the original Character's Main Action or Reaction.

The Warrior does not have to take an action, even when they have the opportunity to do so. Monsters strictly follow the Monster Actions procedure, even if it means taking a futile or actively counterproductive action.

DISCARD PILES AND THE JOKER

You must put cards into the Monster Action Discard Pile in a set order: Main Action card first, Reaction card second and Interrupt card third (in other words, in the same order that you drew them). Keep the Monster Initiative Discard Pile separate, and in the same order that those cards were drawn.

The reason for this is because when a Joker is drawn, it resets the Monster Action Deck and Monster Initiative Deck in exactly the same order – see below.

JOKER

If any Character draws a Joker, set it aside and draw a replacement card.

At the end of that Round, take the Monster Action Discard Pile and, without shuffling, place it face down on top of the Monster Action Deck.

Take the Monster Initiative Discard Pile and, without shuffling, place it face down on top of the Monster Initiative Deck.

The Warrior's cards do not change – even if it was the Warrior that drew the Joker, it is the Monster Action Deck and Monster Initiative Deck that reset.

The effect is that up to four times during a Challenge, the Monsters will start following an earlier pattern – acting on the same Initiative, taking the same Reactions and Interrupts, and taking Main Actions at the same card value. A player who has been paying attention can therefore anticipate their next moves.

The player should rely on memory; they are not meant to check earlier cards once the Round in which those cards was played has ended.

MOVEMENT

Movement is on a grid. Characters can only move up, down, left or right, not diagonally. They can change direction during a single Move (for example, if they can move 3 squares, they can move up, then left, then down). Each Character occupies 1 square exactly.

A Character that Moves into a square containing the Campfire immediately moves out of it into an unoccupied space of their choice adjacent to the Campfire. They take 1 Piercing Damage.

A Character cannot move into a square occupied by an enemy, or by a Tent or Fence. A Character can move into a square occupied by an enemy, but cannot end their movement in that square.

Line of sight: If you can draw a straight line from the middle of one Character's square to any part of another Character's square without passing through a Tent or Fence, then the two Characters have line of sight to one another. Line of sight only matters for Strikes, and certain spells.

Adjacent: An adjacent Character or adjacent square is one square away, either orthogonally or diagonally (as a King moves in chess).

Engaged: A Character is Engaged by an enemy if:

- The enemy is not Prone or Stunned.
- The enemy has line of sight to the Character.
- The Character is 1 square away from the enemy (orthogonally or diagonally).

Engaged Characters cannot make Strikes with a Bow, and if an Engaged character Moves away from an enemy they take 1 Damage as the enemy makes an Opportunity Attack. If the enemy could not make a Strike (for example, they are Stunned, Disarmed or have a Bow) then they do not make the Opportunity Attack either and it is safe to move away from them.



ACTIONS

There are three types of action: Main Action, Reaction and Interrupt. Some actions are available as both Main Actions and Reactions.

	Spades	Clubs	Hearts
Main Action	<i>Can use any suit. May use a particular Stat for action value.</i> Strike / Roughhouse (Spades) Dash / Avoid (Clubs) Use Item (Hearts) Recover (No Stat)		
Reaction	Strike	Dash / Avoid	<i>Monster:</i> Special, or Use Item – Reload if it has a Bow that is not Loaded. <i>Warrior:</i> Any Hearts or No Stat Main Action
Interrupt	Riposte	Sidestep	Aid

ACTION VALUES

To calculate the “action value” of an action, take the card value. If it is a Main Action, also add the relevant Stat.

Face cards: Aces are always worth 1. Jacks are worth 11, Queens 12 and Kings 13.

Favor: If an action has “Favour”, it receives a +3 bonus to the action value. If it has “Disfavor”, it receives a -3 penalty to the action value.

Ganging Up: If 2 or 3 Monsters are adjacent to the Warrior, the Monsters gain favor. If 4 or more Monsters are adjacent to the Warrior, the Monsters gain favor and deal Piercing damage.

MAIN ACTIONS AND REACTIONS

Strike (Spades Action): If your action value is greater than your opponent’s Initiative, you deal 1 Damage. If your Strike value is less than their Initiative, nothing happens. Ties go to the attacker unless the defender has a shield.

Recover (No Stat Action): Remove one Condition you are suffering from.

Avoid (Clubs Action): If your action value is greater than your opponent’s Initiative, you can move 1 square without suffering an Opportunity Attack. Otherwise, you move 1 square but suffer an Opportunity Attack.

If engaged with multiple opponents, compare your action value with each opponent’s Initiative. You might successfully Avoid some Opportunity Attacks while being harmed by others.

Dash (Clubs Action): Move up to your Speed or the action value, whichever is lower. This movement provokes Opportunity Attacks.

Roughhouse (Clubs Action): If your action value is greater than your opponent’s Initiative, you choose to either Disarm, Displace, Root, or Trip them.

Use Item (Hearts Action): A versatile action:

- Use a Runestone, if you have one.
- Change which Weapon you are fighting with.
- Loot a Weapon from a defeated Monster. You must be on or adjacent to the square where the Monster was defeated.
- Loot an adjacent Stuck Pig. You can only do this once per room.
- Load a Bow.

Although technically a Hearts action, the only time the Stat is used is when a Runestone is used to cast a spell that uses an action value.

INTERRUPTS

Riposte (Spades Interrupt): When you're targeted by a Strike, if your Riposte value is greater than the attacker's action value, you deal 1 Damage to your attacker.

If it is less than the value, your counterstrike misses. Ties go to the Riposter unless the attacker is wielding a shield.

If you are armed with a Bow, you cannot Riposte.

Sidestep (Clubs Interrupt): If a Strike misses you, you can immediately Avoid if you wish.

Aid (Hearts Interrupt): When you perform an action, you may add this card value to the action value.

If you have a shield, you can instead use Aid to add the card value to your Initiative, against an enemy's action value.

Either way, you can only use the Aid action once per Round. Monsters taking the same action can all add the card value to the action value for that action, but Monsters taking a different action cannot.

For example, a Goblin with Blade, Goblin with Spear and Goblin with Bow take their Main Action. The Blade and Bow attack, and use the Aid Interrupt. Then the Spear moves. It does not use the Aid Interrupt.

MONSTER ACTIONS

Monsters take the Reactions and Interrupts that their cards dictate, as soon as they get the opportunity to take those actions (provided taking the action would do something productive).

For their Main Action, Monsters follow this order, stopping at the first action that is useful:

1. Recover, if there is anything they need to recover from
2. Reload, if they have a Bow and it is not Loaded
3. Strike, if they are able to do so
4. Avoid, if they are Engaged and either of the following is true:
 - The Monster is equipped with a Bow or
 - The Warrior is yet to act this Round.
5. Dash, if doing so would help them make a Strike at a later point
6. If none of the above, they take no action.

Monsters, even Monsters of the same type, take different Main Actions depending on what is most useful for them.

Monsters' Reactions are set by the suit of the card they draw. There are two options for the Clubs Reaction.

- If the Monster is equipped with a Bow and is Engaged, it Avoids.
- If the Monster is equipped with a Bow and not Engaged, it Dashes to have line of sight. If there are multiple options all with line of sight, it chooses the one farthest from the Warrior.
- Otherwise, the Monster Dashes towards the Warrior.

END OF THE CHALLENGE

Once all Monsters have been defeated, the end of that Round is the end of the Challenge.

Camp if there is a Campfire, otherwise make a Room Check for the next room.

Shuffle the Monster Action Discard Pile back into that Deck. Shuffle the Initiative Discard Pile back into the Monster Initiative Deck. Shuffle the Warrior Action Discard Pile back into that Deck.

Do not touch the Warrior Initiative Hand or the Warrior Initiative Discard Pile. The Warrior Initiative Discard Pile is only returned to the Hand under two circumstances:

- The Warrior Camps.
- The Hand is empty.

CAMPING

Each time the Warrior defeats all Monsters in a room with a Campfire, they gain Health equal to their Hearts value, and remove a Notch from each piece of armor. This cannot restore destroyed armor.

They also regain all cards in their Initiative Hand.

The Warrior can go above their starting 5 Health thanks to Campfires.



SPECIFIC RULES

DAMAGE, HEALTH, ARMOR AND DEFENSE

When a Character has 0 or fewer Health, it is defeated and is removed from the board. If the Warrior is defeated, the game ends and the player has lost.

Defense: Monsters have Defense. Where possible, damage is deducted from Defense first; any remaining after Defense reaches 0 is deducted from Health instead.

Armor: The Warrior starts with three pieces of armor: a Helmet, a Breastplate and a Shield. Each time the Warrior would take Damage, they can deduct 1 Damage by Notching one of the pieces of armor. This can be done multiple times. For example, if the Warrior takes 3 Damage they can Notch their Shield twice and their Helmet once, meaning they do not lose any Health.

A piece of armor that has been Notched twice is destroyed.

Shield: In a Strike, ties go to the attacker unless the defender carries a shield. Characters with shields can also use Aid to add to their Initiative.

Piercing Damage: Piercing Damage cannot be Notched or deducted from Defense; it is always deducted from Health.

Defeated Monsters: If a Monster is defeated before its Initiative count, the Warrior can use their Reaction on that count if they haven't already used it.

WEAPONS

The Warrior chooses which Weapon they have equipped upon entering each room, and can change it with Use Item. Monsters do not change which Weapon they have equipped.

Axe: When an axe Strike defeats an enemy, you can:

- Move up to 1 square (optional) and
- Make a Strike, using the same action value, against another opponent, if any are adjacent.

Blade: When you successfully Riposte with a blade, you deal 2 Damage instead of 1 Damage.

Bow: Strike any target within line of sight, provided you are not Engaged. All Strikes with a shortbow or crossbow deal Piercing damage. However, your bow must be Loaded as an action before firing. This action can occur on an earlier Round, but if you Load your Bow then change to another weapon, if you ever change back to the Bow you must Load it anew.

Flail: Flail Strikes cannot be absorbed by shields and always win ties with Initiative.

Hammer: When your action value is at least *twice* that of your opponent's Initiative, your hammer deals 2 Damage instead of 1 Damage.

Spear: Riposte with the spear before the Strike that triggers it.

CONDITIONS

Remove Conditions with the Recover action.

Disarm: A Disarmed creature drops either their Weapon or their Shield (player's choice). If a Character is carrying neither a melee weapon or shield, all Strikes against them gain favor.

A Disarmed Character can Recover. The Warrior can Use Item to equip a new Weapon.

Displace: Move a Displaced Character until it would bump into a Tent, Fence, Stuck Pig or Character, or until it ends up in a Campfire.

Enraged: Enraged creatures get favor on Strikes until the end of the Challenge.

If the Warrior is enraged, they must always choose the lowest-value card possible for Initiative. If a Monster is enraged, draw two Initiative cards each time and use the lower (discard the other).

Root: Rooted creatures cannot Avoid, Dash or Move.

Stun: When Stunned, skip the next Main Action or Reaction that the Character would take. Then the condition is lost; you do not need to separately Recover from being Stunned.

Prone: Prone creatures cannot Avoid, Move, or Dash. Melee Strikes against Prone targets have favor. Prone creatures cannot make Opportunity Attacks.

ITEMS

When you Loot a Stuck Pig, the Warrior gains the item immediately. Roll 1d6:

- 1–3: Luckstone
- 4–6: Runestone
- 7: Two Runestones.

Luckstone: Any time the player rolls 1d6, the player can add +1 to the result. Then this item is destroyed. Multiple luckstones can be spent on the same roll if desired.

Luckstones belong to the player, not the Warrior. They carry over from each game of Grudge.

Runestone: Use Item to cast a spell of your choice. Then this item is destroyed.

SPELLS

Luck: If you Loot a Stuck Pig this Challenge, you choose from the list instead of rolling.

Brainfever: Choose a Character to become enraged. If you choose a Monster, your action value must exceed their Initiative.

Stinking Cloud: Choose a square to have a stinking cloud until the end of the Challenge. Any Character in that square when the spell is cast is Stunned if your action value exceeds their Initiative. Any Character that enters the cloud becomes Stunned if your action value exceeds their Initiative.

Gust of Wind: Displace a Character. If an enemy, your action value must exceed their Initiative.

Thunderclap: For each Monster in the room, check if your action value exceeds their Initiative. If so, that Monster is Stunned.

MONSTERS

GOBLIN

Spade: 1, Club: 1, Heart: 0, Health/Defense 1/1, Speed: 3

- **Gang Up:** If there is more than one Goblin adjacent to the Warrior, the Warrior cannot make Opportunity Attacks. The Goblin Boss does not count towards this number.

Special Reaction (Drag Down): If the Warrior is adjacent to two or more Goblins, one Goblin uses Roughhouse.

GOBLIN BOSS

The Goblin Boss is riding a wolf.

Spades: 3, Club: 3, Heart: 3, Health/Defense 3/3, Speed: 6

- **Mobility:** When the Boss Avoids, they move 2 squares.
- **Momentum:** If the Boss moves at least 2 squares in a Round, any Strikes it makes during the Round gain Piercing.

Special Reaction (Charge): If the Boss has made a Strike this turn, they Avoid. Otherwise, they Strike if they can. Otherwise, they Dash.

TROLL

Spade: 5, Club: 4, Heart: 1, Health/Defense 3/5, Speed: 5

- The Troll is equipped with a Hammer.
- **Huge:** Immune to being Roughhoused
- **Shielded:** Strikes targeting the Troll must *exceed* (not just match) their Initiative. The Flail negates this benefit as it does literal Shields.
- **Sweeping Club:** When the Troll Strikes with its Main Action, on a hit the target also suffers a random condition: 1–2: Disarmed, 3–4: Tripped, 5–6: Stunned, 7+: No effect.

Special Reaction (Harden): The Troll becomes immune to the last type of weapon that Damaged it, if any. Its immunity lasts indefinitely, but it can only be immune to one weapon type at a time.

