Rulebook 0.0.092717

Barnacle Bay was once a peaceful fishing village until the evil cult leader Elder Bane and his followers of The Deep took over the town. Elder Bane has used his dark magic to corrupt the inhabitants of the village. The local fisherman are now crab armed crazed otter grunts. The monks of the local church are now tentacle bunny zealots. Elder Bane's bat followers have become fish-bat casters and worst of all the loyal bear guards have changed into berserking bear-sharks! Word has been sent to the Wanderer's Guild, a group of adventurers tasked with protecting the realm. They have sent their five bravest heroes to put a stop to Elder Bane and save Barnacle Bay...

Contents

Dice and Symbols	3
The Hero Dashboard	6
Equipment and Treasure	8
Item Card Breakdown	8
The Initiative Board	10
Initiative Cards	12
Party Morale	12
Game Tiles	13
Ladder Tokens	14
Darkness Tiles	15
Event Cards	16
Spawn Cards	17
Wall Tokens	18
Treasure Chest Tokens	18
Potion Tokens	18
Game Setup	20
Heroes Turn	23
Combat	25
Other Actions	26
Enemies	27
Enemy Turn	29
Defeating an Encounter	31
Starting a new Encounter	31
Defeat	31
Defeating a Scenario/Campaign Rules	32
Boss Scenarios	32
Keywords	34

Copyright © 2017 by Panda Cult Games
All rights reserved. No part of the contents of this book may be reproduced or transmitted in any form or by any means, including recording or by any information storage and retrieval without written permission from the author.

Wander: The Cult Of Barnacle Bay is a co-op campaign driven game for 1 to 5 players, in which each player plays as hero from the Wanderer's Guild, who have come to save Barnacle Bay. The heros from The Wanderer's Guild must work together to fight of against city a full of crazed mutated cultists and make their way through the city to finally face off against the evil cult leader, Elder Bane.

Dice and Symbols

Throughout the game of Wander, you will be rolling dice to complete several different actions. The dice have 5 symbols:

[AXE] The Axe symbol is used for **Melee Attacks** and **Knowledge Checks**.

[SHIELD] The Shield symbol is used for **Defense** against enemy attacks and other possible threats.

[RANGED] The Ranged symbol is used for **Ranged** and **Spell Attacks**.

[AXE/SHIELD] The Axe/Shield symbol can be used as either an Axe for **Attacks** rolls or a Shield for **Defense** rolls.

[CRIT] The Crit symbol represents a critical success on a roll. A Crit counts as 1 success for any roll plus it allows you to roll 1 additional die per Crit result. Crits can also trigger special effects on your weapons and skills! This will be explained in further detail in the **Combat** section of the rule book.

Heroes

You are playing as one of the Wanderers, members of a noble guild who are known far and wide for their adventuring ways and kind hearts. You have been sent on a quest to investigate Barnacle Bay, a quiet fishing town where rumors of missing villagers and strange people in robes are thick in the air. Before setting up the the scenario, each player chooses 1 or more heroes to play. Each hero gets a Hero Dashboard, an Experience Tracker Clip, their hero's Hero Card, and that hero's Starting Equipment.

1. Hero's Name

A. The name of your selected hero

2. Hero's Health

A. Health represents the number of Wounds your hero can take before he is considered Downed.

B. Wounds are considered damage that is taken when an enemy is hit by a heroes attack, or damage you receive when failing a defense roll. To keep track of these, use Wound tokens and place them on the HP section of your Hero Dashboard.

3. Hero's Defense

A. Defense represents the number of dice heroes roll when defending an attack by an Enemy. Heroes roll 1 die per point in the Defense stat when being attacked.

i. Upon a successful Shield or CRIT roll, you will block one incoming HIT. The hero suffers 1 WOUND for each HIT not blocked.

ii. When rolling for Defense, you make 1 Defense Roll against all incoming attacks from a group of enemies instead of rolling Defense against each individual attacking enemy. This will be explained in more detail in the Combat section of the rule book.

4. Hero's Knowledge

A. Knowledge: Knowledge represents the intellect of the character. There are specific Events and Scenario Objectives that utilize this stat. Heroes roll 1 die per point in the Knowledge stat. Since Axes are used for a tool of creation and as a weapon of destruction, Knowledge rolls succeed with Axes and Crits.

5. Hero's Experience Tier.

A. This represents what Abilities are available per each Experience Tier. Your current Experience Tier is tracked on the Experience Tracker on the Hero Dashboard.

6. Hero Abilities

A. Abilities are certain skills that heroes can use in battle. They are unique to each hero and can have a large impact on successfully finishing a scenario.

i. All heroes automatically start with one **Ability** at **Tier One**. For all **Tiers** containing a choice between two **Abilities**, you only choose one **Ability**. This **Ability** is permanent for the rest of the scenario.

ii. You gain access to new **Abilities** by raising an individual heroes **Experience**. You gain **Experience** by defeating enemies in the game.

iii. You cannot change an **Ability** once it has been selected.

iv. Abilities also have certain Keywords applied to them, such as **Pierce** and **Cleave**. These modify your attack in different ways, creating a unique way to engage in combat for those heroes. More info on Keywords in the **Combat** section.

v. Some **Abilities** require a success check to be able to use them and/or a certain number of **Actions** to be able to use it. There are both Melee and Ranged success checks, that look like "2(M)" for Melee and "2(R)" for Ranged under the Abilties name. The number represents the amount of diced rolled for the success check.

Ex.Example: Tank's ABILITY "GROUND POUND", reads "2(M), 3 ACTIONS…", this means that it costs 3 ACTIONS to use this ABILITY, and you roll 2 dice to see if you succeed on Melee Rolls. If you do succeed, you use 3 ACTIONS to do the ABILITY. If you fail, you lose 3 ACTIONS in the attempt.

The Hero Dashboard

Each hero will receive a Hero Dashboard. The dashboard is used to keep track of your characters Experience, Experience Tier, Wounds, Equipment, and other tokens.

1. Experience Tracker

A. The Experience Tracker is used to track the hero's Experience.

i. Experience represents the number of enemies your hero has defeated during a single scenario. At the beginning of a Scenario all heroes start with 0 Experience. You can keep track of this by using the Experience Tracker Clip on the left side of your Player Dashboard.

ii. Experience is gained by defeating enemies. Grunts, Archers, and Casters are all worth 1 Experience when defeated. Brute enemies are worth 2 Experience when defeated. Mega Brute enemies are worth 5 Experience when defeated. After defeating Enemies move your Experience Tracker clip to increase your hero's total Experience

2. Experience Tier

A. After a certain amount of Experience is gained, heroes will access a new tier, with a total of 5 tiers available.

B. Once a hero accesses a new tier, they immediately gain 1 new ability on their Hero Card that corresponds with their new tier level..

C. When the first hero gains access to a new Experience Tier all other heroes gain 1 Experience at Tier 2, 2 Experience at Tier 3, 3 Experience for Tier 4, and 4 Experience at Tier 5.

D. When the first hero gains access to a new Experience Tier they have caused enough of a ruckus for cause more enemies to spawn!

Ex.Example: Tank is the first character to reach Tier 2. Roland, Kira, and Fynn all gain 1 Experience. 1 Spawn Card worth of enemies spawns to the closest spawn point to Tank.When Kira reaches Tier 2 no other heroes gain Experience or cause more enemies to spawn because Tank was the first hero to reach Tier 2 in the scenario.

3. Tier Spawn

A. When the first hero breaks into a new tier of difficulty they cause more enemies to spawn

B. The number next to the symbol is the number of spawn cards to reveal when the first hero reaches this level of difficulty.

C. When spawning enemies, you place all enemies listed on 1 spawn card to the closest spawn point. If you are to reveal multiple spawn cards you spawn first at the closest spawn point and then to the next spawn point in a clockwise rotation for each spawn card revealed. This will be explained in more detail in the spawning section of the rulebook.

4. Hero Card Placement

A. This is where you place your Hero Card

5. Token Placement

A. This area is where you place your Relic Items.

B. Relic Items are special loot items that are rewarded from certain scenarios.

6. Wound Placement

A. This area is used to place Wound Tokens.

7. Readied Equipment

A. This area is used to place Readied items. Many items in the game, such as weapons, shields, off hands, and spells must be Readied to be used in combat and to gain their passive bonuses.

B. While most items only take up 1 paw to be Readied, some items such as a two handed sword requires both paw slots to be Readied.

8. Inventory

A. This area is used for all non-readied items such as armor, trinkets, and weapons in reserve.

B. You can only carry as many items as you have inventory slots.

C. If you ever receive a new item while having a full inventory, a hero has the choice to either discard an item to make space in their inventory or to drop an item onto the space they currently occupy allowing other heroes to pick it up.

Equipment and Treasure

Item Card Breakdown

1. Name of Item
2. Item Keywords
3. How many paws needed to Ready this item
4. How many dice to roll to perform an Attack action with this item and what symbol is needed for success.
5. Special Rules for the item

Heroes can gain Equipment/Treasure in a a few different ways:

Treasure Chests

Many scenarios in Barnacle Bay have pre set Treasure Chests dictated on the scenario setup sheet in the Campaign Book.

Heroes must spend 1 ACTION to open a Treasure Chest and draw 1 Treasure Card from the top of the Treasure Deck.

Darkness Tiles

While exploring the streets and catacombs you will enter Darkness Tiles, where you may find Treasure or trigger Events. When a Darkness Tile shows a treasure chest the hero may immediately draw 1 Treasure Card (More on Darkness Tiles and Events in the Darkness Tile section of the rulebook.)

Scenario Rewards

Some scenarios in Barnacle Bay may reward you with scenario specific rewards called Relic Items. Relic Items are special items rewarded to the party for defeating certain scenarios.

The scenario specific rewards will be shown in the setup section of the scenario in the Campaign Book.

There are multiple types of items:

Weapons

These are the primary tools of battle. Use these during Attack Actions to inflict WOUNDS on the enemy. Certain weapons have special abilities that affect the hero's capabilities in combat and have keywords, such as CLEAVE or PIERCE. More info on Keywords in the Keywords section of the rulebook.. Weapons come in many varieties, such as Daggers, Swords, Spears, Hammers, and Axes. They are also considered either one-handed or two-handed.

- You can Ready a variety of two one-handed weapons, but may only attack with one of them at a time per action.
- Two-handed weapons go in the two handed space in between the left and right paw spaces.

Spells

Like Weapons, Spells are commonly used to perform an Attack Action and cause wounds on enemies. Spells function the same way as Weapons, but use the different keyword (Spell) on certain Hero Abilities, and items.

Armor

Armor is a type of passive equipment that stays in your hero's inventory slot and does not need to be readied to grant its bonuses. A hero may only gain the bonuses for 1 Armor equipment card in their inventory. If you ever receive a new Armor card while already having one in your hero's inventory, you must either discard one of the Armor cards or drop one of the cards onto the space your hero occupies.

Helm

Helm items work the same as Armor. Your hero can only gain the bonuses for one Helm item. If you ever receive a new Helm card while already having one equipped you must either discard one of the Helm cards or drop one of them onto the tile space your hero occupies

Accessories

These can be anything from jewels, gauntlets, boots, etc. These items are passive like Armor and Helms, but you may gain bonuses from multiple Accessories .

Relics

These are incredibly rare and powerful items that are gained by completing certain scenarios. Each character may only equip one Relic. Relics are equipped by placing them into the Relic Space on the Hero Dashboard.

One-Shots

One-shot items function differently than other items. Unlike other items, one-shot items are obtained from discovering them in the EVENT deck. These cards are placed next to your hero dashboard and are discarded immediately after they are used.

The Initiative Board

The Initiative Board is placed off to the side of the game board and is used to keep track of the turn order by using hero and enemy initiative cards. The Initiative board also keeps track of party morale. The initiative board is double sided. One side of the board includes unique bonuses for the advanced mode of play. We recommend playing a few scenarios of Wander: The Cult of Barnacle Bay before adding the advanced mode of the initiative board.

Initiative Tracker Breakdown:

1. Initiative slot - This notifies which character lies in the turn order.

Ex. Tank is in slot #1, so he would activate first at the top of the round.

2. Character Initiative Card - This is the hero or enemy card used to hold their place in the initiative order.

3. Open Slot - these open slots are for initiative cards to be added to the Initiative board, such as when enemy's are spawned in either through Heroes breaking into a new XP tier or triggering a spawn from the Event Deck.

4. Morale Tracker - This tracks your party's morale. For more information, check Party Morale on page 12.

Advanced Initative Rules

If you are feeling confident in your abilities in Barnacle Bay or are looking for more tactical feel we recommend using the B side of Initiative Board. The B side of the Initiative Board adds stat bonuses next to each initiative slot.

1. +1 Defense (This increases the amount of dice a hero rolls for defense by 1 or increases an enemies static defense stat by 1)

2. +1 Attack (This increases the amount of dice a hero rolls for attack by 1 or increases the enemies static attack stat by 1)

3. +1 Move (This allows a hero to take a free move action or increases how many spaces an enemy moves when it activates by 1)

These bonuses always apply to heroes and enemies alike. Now moving your place in the Initiative Board has greater rewards while also creating greater sacrifices.

Initiative Cards

In ***Wander: The Cult of Barnacle Bay*** turn order is decided by the randomly shuffled Initiative Cards that are placed on the Initiative Board. There is an initiative card to represent each hero and enemy type.

The Initiative Board and Initiative Cards are used to dictate the turn order of an encounter.

Party Morale

In ***Wander: The Cult of Barnacle Bay***, defeat is commonly determined by the Party Morale. At the beginning of a scenario, the starting Party Morale starts at 4. Each time a hero runs out of health and becomes DOWNED the party loses 1 Morale. If Party Morale ever gets to 0 the heroes have been defeated and have lost the scenario.

Game Tiles

In Wander: The Cult of Barnacle Bay, each scenario is created by using a variety of different game tiles to create the location of the town and playable area. There are 2 different sized game tiles, large and small. All tiles in ***Wander: The Cult of Barnacle Bay*** are double sided and may represent aboveground or belowground. The aboveground side of a tile is marked with (A) next to the tile number and belowground side of a tile is marked with (B) next to the tile number. Most scenarios have two levels up depth aboveground and belowground. A hero may not move from an aboveground tile to a belowground tile or vise versa. For example a hero may not move from tile 2A to 3B. Heroes must interact with ladder tokens to flip the current tile they are on to go above or below ground. Ladder tokens may only be interacted with once all enemies in the encounter have been defeated.

1. White Lines mean that you can see and move into the adjacnt tile.

2. Red Lines represent walls that may not be moved through and can not be seen through.

3. Spaces that are fully closed off have a Do Not Enter icon.

4. Blue lines represent water spaces. Water spaces slow down the hero's movement. Water spaces stop your movement once you enter it, and take full action to move out of it.

5. Water squares have this icon.

6. Small Tiles add overall modularity of each scenario.

Ladder Tokens

Ladder Tokens represent an entrance or exit to the other side of a tile. Ladders are placed onto game tiles dictated by the Scenario Setup section in the Campaign Book. A hero must interact with a ladder token to flip the current tile they are on to enter the other side side of the tile. A hero must be in the same space as a Ladder Token to interact with it. A hero may only interact with a ladder token if the Encounter is clear of all enemies, and all heroes are on the same tile.

Top of Darkness Tiles

Bottom of Darkness Tiles

Darkness Tiles

Darkness tiles represent Elder Bane's magic that is shrouding the town in darkness. Darkness Tiles are shuffled and placed face down onto spaces of the game tiles dictated in the Scenario Setup section of the Campaign Book. Heroes will enter the spaces throughout scenarios to find hidden treasures or trigger events. Before starting a scenario be sure to shuffle all Darkness tiles and place them in a stack face down off to the side of the play area.

When a hero enters a Darkness Tile, the hero ends their movement and flips over the Darkness Tile to reveal what is in the space and places their hero on top of the revealed Darkness Tile. Darkness Tiles will reveal either treasure or the event symbol. When the Darkness Tile reveals a treasure symbol that hero may immediately draw 1 treasure card. If the the Darkness Tile reveals the Event symbol the player immediately draws 1 Event Card and resolves it before continuing with any more actions.

Some of the Event Darkness Tiles have a red outline and the "Objective" symbol on them. These specific Darkness Tiles are treated just like the normal Darkness Tiles but may have bonus effects depending on what current scenario you are on.

Ex.A scenario may be that the heroes have to find the 3 keys hidden in the Darkness Tiles. The heroes will have to uncover 3 of the red objective event tiles to complete this scenario.

Darkness Tiles also change the layout of a tile. Darkness Tiles replace any space they cover up. If a Darkness Tile covers up a space with a dotted red line or dotted blue line, it negates those lines and the space is treated like a normal space.

Event Cards

When heroes enter Darkness Tiles and reveal the event symbol, that hero draws 1 Event Card and resolves the effects of the card. Event Cards cause special events to happen that can cause a variety of effects. Many of the events have multiple outcomes depending on the result of a dice roll. Event Cards commonly test a hero's Knowledge. When a hero does a Knowledge test they will roll a pool of dice equal to that hero's knowledge stat. When rolling for Knowledge, the AXE symbol is considered a success.

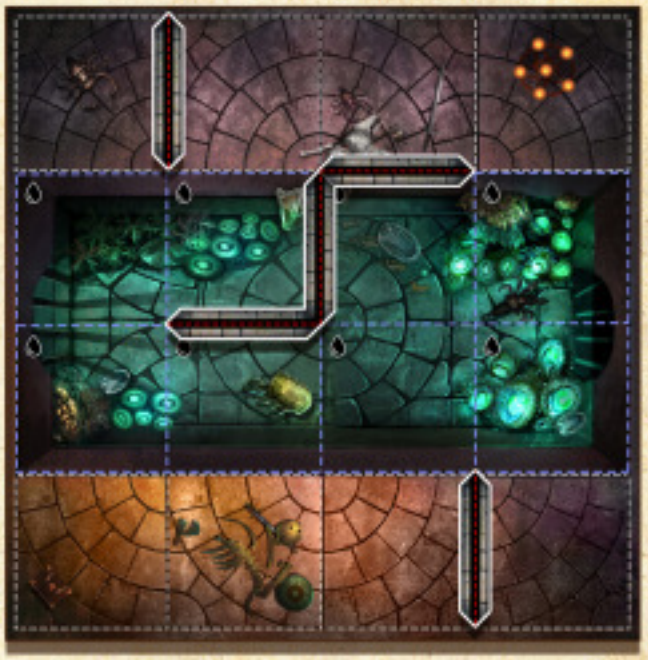
Spawn Cards

The Spawn Cards have 5 different spawn tiers listed on them. Each tier represents which enemies to spawn depending on the hero that is in the highest Experience Tier in the party. The higher the Experience Tier of the party, the more challenging the spawns become.

Spawn Cards are cards that are used to populate the board of enemies. When entering a new encounter you will reveal 1 Spawn Card per hero in the encounter, and 1 Spawn Card for each large sized tile in the encounter. When spawning enemies, you will place 1 Spawn Card worth of enemies onto the closest Spawn Point to the heroes and then continue to the next closest clockwise Spawn Point until you have revealed the total number of Spawn Cards required.

Wall Tokens

Wall Tokens are modular wall pieces that are placed on the game board dictated by the Scenario Setup section in the Campaign Book. Heros cannot move through or see through walls. To the right you can see an example of how Wall Tokens change the layout of tile.



Treasure Chest Tokens

Treasure Chest Tokens represent treasure chests that heroes can interact with to gain Treasure Cards. Treasure chest Tokens are placed on the game tiles dictated by the Scenario Setup section of the Campaign Book. A hero must spend 1 action to interact with a Treasure Chest Token. Once a hero has interacted with a Treasure Chest Token it is removed from the game board and the hero gains 1 Treasure Card.

Potion Tokens

Health Potion Tokens represent health potions that heroes may find. Health potions can either be pre set on the game tiles dictated by the Scenario Setup section of the Campaign Book, or found through the Event Deck. A Hero must spend 1 action to pick up the health potion token and put it on their Hero Dashboard. Heros with a Health Potion may use 1 action to use the potion and heal half as many wounds as of the hero's total maximum health, rounded up.

Game Setup

Scenario Choice

First and foremost, you need to select which Scenario you will be playing. If it is your first time playing ***Wander: The Cult of Barnacle Bay*** and you want to begin a campaign, we suggest you start on the Intro-Scenario, "***Welcome To Barnacle Bay***" in the Campaign Book. This is the first scenario to begin your epic campaign into **Barnacle Bay**.

Each Scenario comes with its own unique story and goal to complete, whether it is rescuing a hostage, defeating a brute guarding the way, or turning off a switch so the city doesn't flood!

There are Three Levels of scenarios throughout the campaign of **Barnacle Bay**. You will progress through the **Barnacle Bay** Campaign by completing the Intro-Scenario, two Level-One Scenarios, a Level-One Boss Scenario, two Level-Two Scenarios, a Level-Two Boss Scenario, and two Level-3 Scenarios. Upon completion of the Level-Three Scenarios, you will be lead into the End-Game Scenario, where you will finally face off against the evil cult leader **Elder Bane**.

When you have selected the Scenario you wish to play, look up the specific Scenario in the Campaign Book and set it up according to the diagrams provided. This section will give you your Scenario Goal and how to accomplish it.

After you have set up the scenario make sure you have done the following steps:

1. Each player must take a Hero Dashboard and choose which hero they wish to play for the campaign. Give each Hero their assigned Starting Equipment cards or Treasure Cards they earned from the previous scenarios. For most scenarios we recommend playing with 4 heroes. The amount of enemies you fight does scale up and down for the amount of heroes played, but some scenarios may be more challenging with only 2-3 heroes.
2. Place your Experience Tracker Clip at 0 on the Experience Tracker on your Hero Dashboard.
3. Shuffle the Treasure Cards for the level of your scenario and place them within reach of players next to the game board. For the starting scenario you will use the Level 1 Treasure Deck.
4. Shuffle the Event Deck and place it within reach of players next to the game board.
5. Place the Initiative Board on the table within reach of players.
6. Place the Party Morale Token on the 4 morale space on Initiative Board.
7. Shuffle the Spawn Deck and place it within reach of players next to the scenario board.
8. If playing a 3 hero game, give 1 hero a health potion. If playing a 2 hero game give each hero a health potion. When playing a 4-5 hero game, you don't start with any health poitions.
9. You are now ready to Spawn Enemies in your Encounter.

Encounter

An Encounter consists of all tiles that are connected and are on the same level of depth as the tile the heroes are on. Darkness Tiles do not separate areas to create a different encounter.

Spawn

When you start a new scenario or flip a tile entering a new encounter in this game, enemies are spawned onto the board. You reveal 1 Spawn Card for each playable hero plus 1 Spawn Card for each large sized tile in the Encounter. For example if you are playing 4 heroes and the Encounter consist of 1 large sized tile you would flip over a total of 5 Spawn Cards. When revealing a Spawn Card, you will spawn the enemies that are listed next to the current Experience tier your party is in. The party's Experience Tier always depends on whichever hero in the party currently as the most experience. At the beginning of a scenario the party's Experience is 0, which is Experience Tier 1.

When spawning enemies, you spawn 1 Spawn Cards worth of enemies first on the closest Spawn Point to the heroes and then consecutively spawn 1 spawn card worth of enemies on the next Spawn Point in a continuous clockwise rotation. If a spawn card lists more than 1 enemy type for that experience tier, you will place the models onto the spawn point in the order listed. In many cases you will need to reveal more spawn cards than there are spawn points in the Encounter. In this case you will still continue to spawn enemies in a clockwise rotation until you have spawned enough cards worth of enemies for the Encounter. Each space in a tile can hold 4 normal sized models, or 2 brute models, or 1 mega brute model. For example one space can hold 4 grunts or 2 grunts and 1 brute. If the space you are spawning into is considered full you will then spawn enemies into a space adjacent to the spawn point. An adjacent space is any space next to the current space not including diagonals. If there are

multiple options for which adjacent space to spawn the enemies into, it is then left to the players to decide which adjacent space for the enemies spawn into. If a space is considered full, models may not move into or spawn on the space.

The one exception to this is with Brute models. If a Brute needs to spawn into a full space, he will push other models out of the way into adjacent spaces to make enough room for the brute to enter. If there are multiple choices of where models get pushed to, then it is left to the players to decide which adjacent space the models are moved to. Players also get to decide which models are moved by the Brute.

Tier Spawn

The first hero to access a new tier causes enough of a racket to draw the attention of enemy reinforcements and SPAWNS new enemies.

The number next to the Tier Spawn symbol tells how many Spawn Cards are flipped. 1 Spawn Card for Tier 2, 2 Spawn Cards for Tier 3, 3 Spawns Cards for Tier 4, and you spawn 1 Mega Brute if you reach Tier 5.

The enemies spawned from the newly accessed Tier, spawn at the nearest Spawn Point to the hero that accessed the new tier, and then spawn the next Spawn Card worth of enemies to the next clockwise Spawn Point. If there is ever a tie for nearest Spawn Point players get to decide which of the tied Spawn Points the enemies spawn at. You may not split 1 spawn card worth of enemies into multiple Spawn Points.

Initiative

Once the scenario is set up, heroes have been chosen, and the Encounter has spawned enemies, it is time to set up the Initiative. To set up initiative first grab the Initiative Cards for each hero being played and then the Initiative Cards for each enemy type on the board. Shuffle the Initiative Cards and place them on the numbered spaces on Initiative Board in the order that they were shuffled. This will represent the turn order of the coming rounds and what bonuses each hero / enemy will receive if playing the advanced rules. Whenever the last enemy of a certain type is defeated, and there are no longer any enemies of a certain type left in the encounter, that enemy's Initiative card is removed from the Initiative Board. Once the Initiative Card is removed from the Initiative Board, all other Initiative Cards move up to fill in the empty space left.

Heroes Turn

When it is a heroes turn to activate, they may perform a variety of actions. At the beginning of a scenario all heroes start off with 2 actions available per turn. A Hero may perform the same action multiple times.

Actions

At the beginning of a scenario, Heroes start with two ACTIONS on their turn. You can choose to "Move", "Interact", "Attack", "Trade", "Ready Equipment", "Stand Up" or "Dropping Item/Token" for an ACTION. A hero may also spend their entire turn to perform a Step Up or Fall Back on the Initiative Board.

Hero Movement

Move - You can move two spaces per Move Action. There are no diagonal movements in this game. There are several obstacles that can stop or modify movement in Barnacle Bay.

- **Darkness Tiles**: To investigate a Darkness Tile a hero must move into the space occupied by the Darkness Tile. When entering a Darkness Tile you flip over the Darkness Tile and place the tile back down face up where it originally was and then place your hero on top of the Darkness Tile. When a hero enters a Darkness Tile it immediately ends that hero's movement and they must immediately resolve the effects revealed on the tile.
- **Wall Token**: Wall Tokens are modular tokens in the game that create unpassable terrain. heroes cannot move through or see through wall tokens.
- **Red Lines:** The red lines on the game tiles represent buildings and walls that a hero may not move through or see through.
- **Water / Blue Lines**: Blue lines outline water spaces on the game tiles. Water slows down a hero's movement. Moving into a water space ends your hero's movement. Moving out of a water space takes 1 full action.
- **Full Spaces**: A space is considered full if it contains 4 enemy models (Brute models counting as 2). A full space blocks line of sight and a hero may not enter a full space. Heroes

may not move through a full space of enemies. However a hero is able to move through other hero models as long as they have enough actions to end outside of the full space.

Resolving Darkness Tiles & Events

Throughout the campaign of Barnacle Bay, heroes will have to investigate the Darkness Tiles to uncover special events or treasure. When a hero enters a Darkness Tile, flip over the Darkness Tile and place it back onto the same space face up and place your hero model on top of the face up Darkness Tile.

Darkness Tile will reveal either a treasure chest or an event symbol.

When a Darkness Tile reveals a treasure chest that hero immediately draws 1 treasure card and place it into one of their item slot on their Hero Dashboard. Any time a hero receives a new item they may freely rearrange the items on their hero dashboard including their paw slots.

When a Darkness Tile reveals an Event symbol that hero immediately draws 1 Event Card and immediately resolves the card's effects.

Event Cards

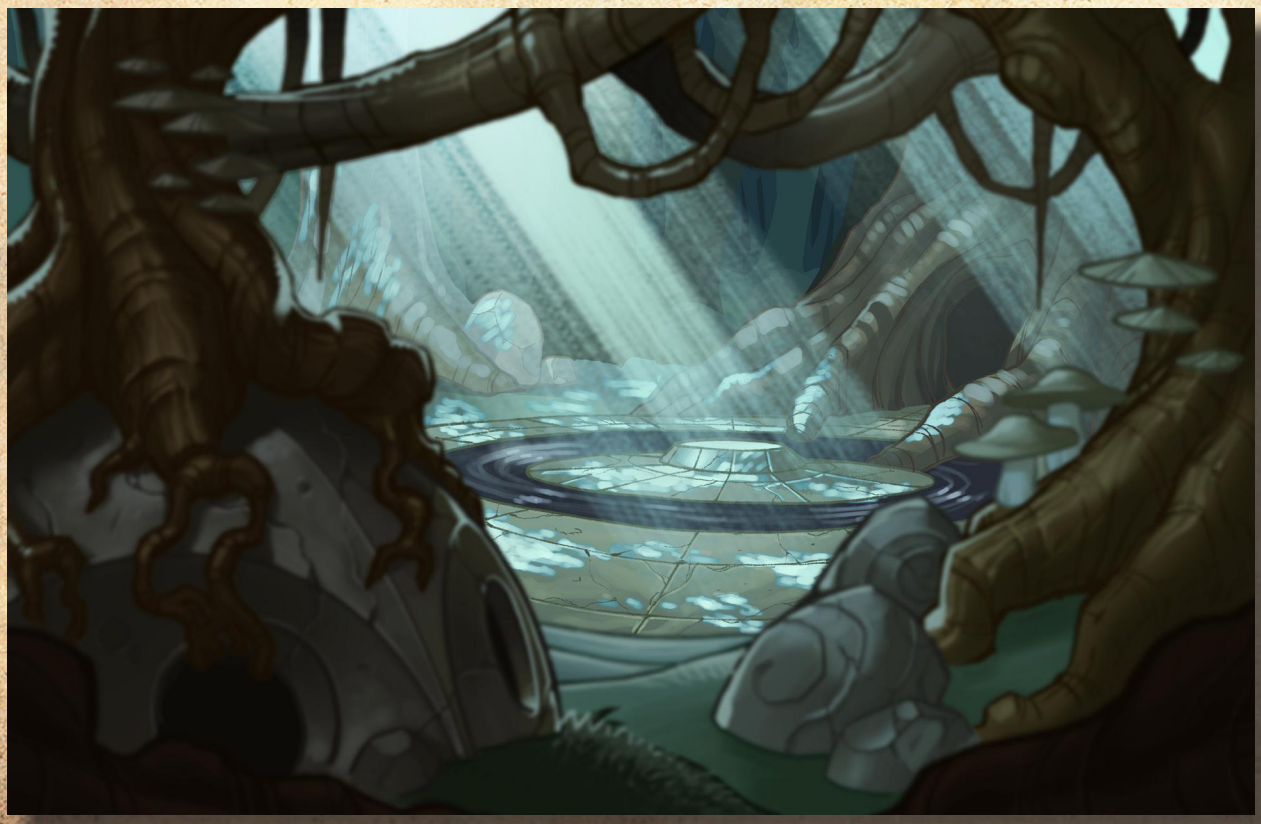
Event Cards trigger special events that happen during your campaign throughout Barnacle Bay. Event's have a wide variety of effects from gaining special loot or causing your hero to test his or hers knowledge to determine the outcome.

Knowledge Checks

Many Event Cards require a hero to test their Knowledge. When testing Knowledge of a hero the player will gather dice equal to their hero's Knowledge stat and roll for success. Since axes are considered a tool for creation as well as destruction the AXE symbol represents a success on Knowledge rolls.

After a hero rolls their dice, they first check for any CRIT Symbols. The CRIT symbol represents a success, but also "explodes" which means you roll 1 additional die per CRIT symbol rolled. Once all additional dice from CRITs have been rolled, add up the successes (AXES and CRITS) for your Knowledge check.

Compare the number of success to the event card to determine the outcome.



Combat

The main actions of the game take place during combat.

Attack - Use your heroes weapon, ability, or spell with the applicable modifiers to attack enemies.

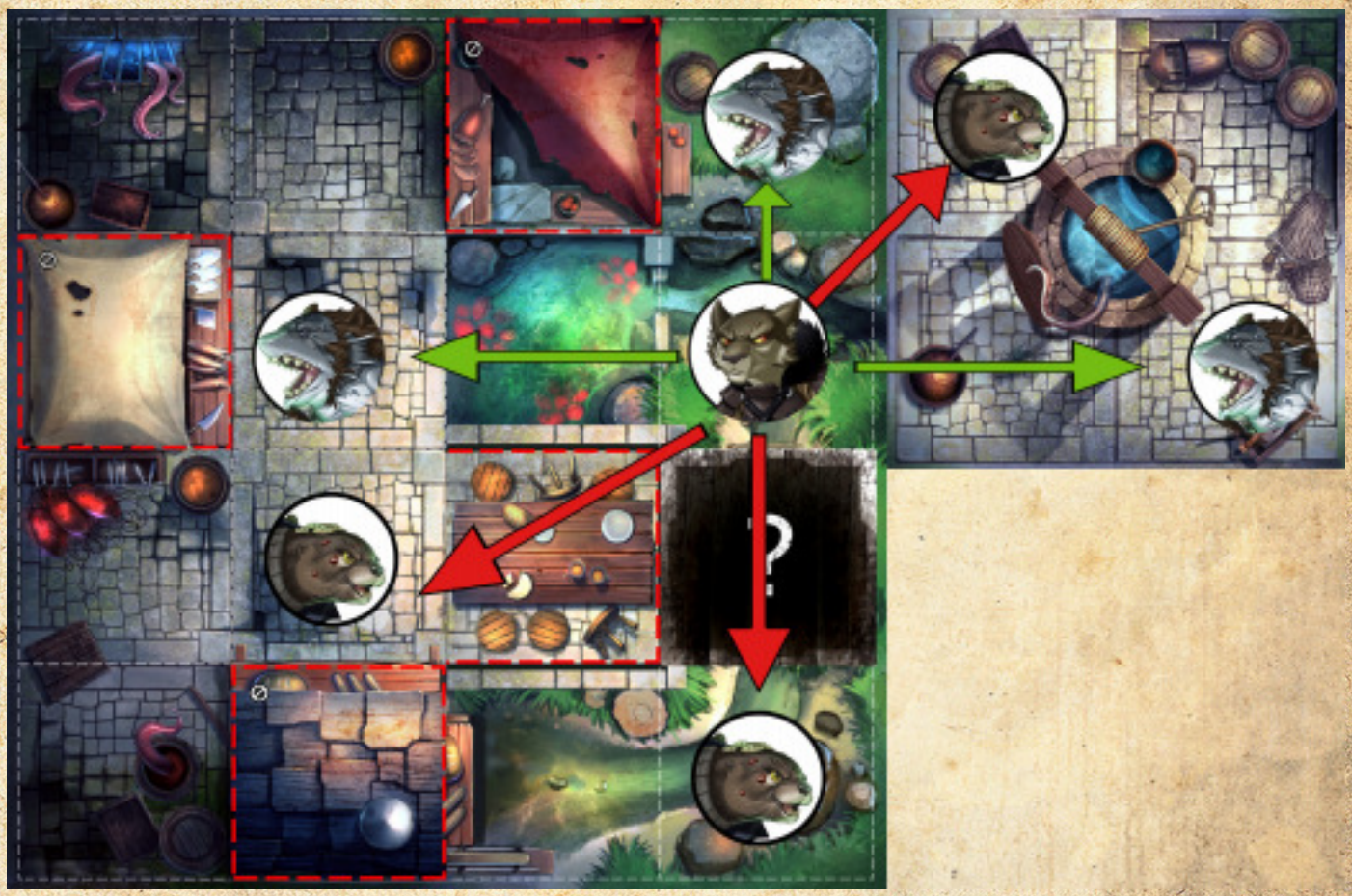
Melee Attack Range

Melee weapons are noted with the AXE symbol located next to the number on the card. To attack an enemy with a melee weapon your hero must be CLOSE to the target. CLOSE is one orthogonal space away.

Ranged Attack Range

Ranged attacks are noted with the RANGED symbol located next to the number on the card. Ranged attacks can hit their target as long as the attacker has a Clear Shot. Clear Shot is any target that is in a straight line that is not blocked by anything that blocks the field of view. The distance of a ranged attack is unlimited as long as nothing blocks the field of view in the straight line. Full spaces, red lines, wall tokens, and Darkness Tiles block the field of view.

Ex.In this example Fynn is only able to attack the Brute models on the board. Fynn does not have a Clear Shot on any of the Grunt models.



Rolling for Attacks

Once the attacking hero determines that the target is within attack range, you will gather a dice pool of dice equal to the number listed on your readied item you are attacking with plus all modifiers from character abilities, item cards and/or possible bonuses from the Initiative Board. After all this has been determined, roll the dice and check your results. First determine if any of the dice rolled the CRIT symbol.

The CRIT symbol represents a success but also "explodes" which means you roll 1 additional die per CRIT symbol rolled. Once all additional dice from CRITs have been rolled check for successes AXES and CRITS for Melee attacks and RANGED and CRITS for Ranged attacks. The total number of successes equal the amount of hits being dealt to the enemy. Most enemies have a Defense stat. An enemies Defense automatically blocks 1 incoming hit from a hero per Defense.

Ex.An enemy with 2 Defense will automatically block 2 incoming hits. Any additional hits that breaks through the enemy's Defense and does 1 Wound. For example Kira attacks a level 1 Grunt using Kira's Katars, Kira rolls four dice and has a result of RANGED, RANGED, AXE, CRIT. Kira then rolls an additional die for the CRIT result which rolls an AXE result. The final result is then RANGED, RANGED, AXE, CRIT, AXE which equals 2 hits for the AXE symbols and 1 hit for the CRIT symbol for a total of 3 hits. The level 1 Grunt enemy has a Defense of 1 which automatically blocks 1 of the incoming hits. Kira ends up dealing 2 Wounds to the Otter Grunt.

After dealing wounds to an enemy model place Wound Tokens next to the enemy model equal to the amount of wounds the hero dealt to the enemy. Once there are Wound Tokens equal to the enemy models max HP, that enemy is defeated and removed from the gameboard. After defeating enemies, heroes gain 1 Experience for each enemy defeated and 2 Experience for each Brute model defeated.

Other Actions

- Interact - A hero may spend one action to interact with Treasure Chest Tokens, and Quest Objectives,
- Treasure Chest Tokens: A hero must spend 1 action to open a treasure chest. When opening a chest draw 1 Treasure Card from the Treasure Deck.
- Quest Objectives: These are scenario specific objectives that vary from switches to hit, hostages to be rescued, or ancient relics that need to be carried. A hero must spend an action to interact with these quest objectives.
- Ready Equipment- A hero may spend one action to swap an item from an item slot into one of their paw slots.
- Trade- A hero may spend 1 action to give an item or receive an item from another CLOSE hero. When trading items, you may freely swap your readied items.
- Dropping Item/Token- A hero may spend 1 action point to drop an item card from their inventory or an objective token they are carrying. When a hero drops an item or token it goes onto the space that the hero is currently in.
- Step Up - A hero may take a Step Up action and move their Initiative Card to the number 1 space on the Initiative Board and push all other initiative cards down 1 space. A hero must spend their entire turn to use all of their actions to take a Step Up action. This may result in a Hero going 2 turns in a row. You may only take a Step Up action while there are enemies engaged with the heroes.
- Fall Back - A hero may take a Fall Back action and move their Initiative Card to the bottom of the initiative on the Initiative Board. A hero must spend their entire turn to use all of their actions to take a Fall Back action. All Initiative Cards will move up to fill in empty spaces. You may only take a Fall Back Action while there are enemies engaged with the

Once a hero has used all of their actions or has decided to pass for their turn it is then time for the next enemy, or hero on the Initiative Board to activate.

Enemies

Enemies are the cultists and villagers of Barnacle Bay that have been crazed and mutated by Elder Bane's magic. There are a few different types of Enemies that you will fight during your adventures in Barnacle Bay:

Grunts

The Otter Fishermen have been corrupted and mutated by Elder Banes lies about prosperity and success, and have yielded parts of themselves to the cult for power. Grunt enemies in Barnacle Bay can only attack from Melee range.

Brutes

The loyal guards of Barnacle Bay. Their minds and bodies have been twisted and mutated to do the cults bidding. Brutes in Barnacle Bay only attack from Melee range.

Archers

Once peaceful rabbit monks to the local church are now cult zealots who specialize in hurling large spikes from their horrendous mutated tentacles. Archer enemies have Ranged attacks that can hit a hero any amount of distance away that is in Clear Shot.

Casters

Higher ranking cultists that wield the magical power of the deep. They have embraced the changes and now are deadlier than ever. Casters in Barnacle Bay have Ranged attacks that can hit a hero that is in Clear Shot. Casters also have a miasma debuff that affects all heroes that are CLOSE to the Caster. The effects of the miasma depend on what level of scenario is being played. The effects of the miasma are listed on the Enemy Stat Card.

Mega-Brute

Towering behemoths, who strikes fear into all but **Elder Bane**. These creatures are monsters of the deep, summoned to do the cults will. A Mega Brute's actions are dictated by rolling 1 die onto the table on the Mega Brute Card.

Bosses

Bosses appear in special Boss Fight scenarios. Boss actions are determined by the the bosses AI Deck. Instead of activating during an Initiative Card ,bosses activate after each hero's turn. At the end of a Hero's turn you reveal 1 card from the Boss AI deck and follow the instructions on the card for its actions. Boss fights will be described in more detail in the Boss Fight scenarios in the Campaign Book.

Enemy Turn

Enemies work differently than heroes. Instead of having complex actions, enemies are automated and follow simple rules. This keeps the game quick and fun!

When it is an enemy's turn on the Initiative Board it is the turn of all enemies on the board of that enemy type. Before enemies are activated you must first determine which of the enemies can see you.

Enemy Line of Sight.

Even though there are no diagonal attacks or movement, enemies can see you diagonally. Essentially, you can see around a corner but cannot shoot around a corner. You determine LINE OF SIGHT by taking the farthest back corner of the space the enemy is currently standing in and drawing an imaginary straight line to the farthest back corner of the space your hero is currently standing in. If the line is does not intersect with a wall token, Darkness Tile, red lines or in-accessible space, then the Enemy is considered Engaged and will activate.

Ex.In this example only the Bear-Shark Brute models have line of sight to Fynn. All the grunt models currently can not see Fynn and will not activate.

Enemy Activation

Once you have determined which of the selected enemies have line of sight and are Engaged, you will then activate those enemies. When an enemy activates, all Engaged enemies first move if they are not in attack range and then attack if they are in attack range after moving. If an enemy is already in attack range of a hero, then the enemy will not move and only attack.

Enemy Movement

The distance an enemy can move is determined by the enemy type and the level of the enemy. At level 1 all enemies can only move 1 space. Engaged enemies always move the shortest route to having attack range to the closest hero. If there is ever a tie for which hero is the closest check the Initiative Board. The hero that is higher up on the Initiative Board is considered closest whenever there is a tie.. Enemies in Barnacle Bay cannot move through Darkness Tiles, Wall Tokens, red lines, or spaces full with models. A space is considered full if it is occupied by 4 normal size models, or 2 brutes, or 1 mega brute. The one exception to this rule is with Brute type models. Brute models may move into full spaces by pushing smaller sized models forward one space to make enough room for the Brute model to enter. Players decide which models get moved by the Brute. If it is not possible for a brute to move models forward, then it will push enemy models to different adjacent space of players choice. If there isn't a space that the enemy models can be moved to then the brute may not move. Brutes may not move other Brute models.

Enemy Attacks

Once an enemy is within attack range of a hero, it will attack the closest hero in attack range. If there is ever a tie in which heroes are considered to be the closest check the Initiative Board. The hero that is higher up in the initiative is considered closest.

In Wander all enemies of the same type attack at the same time. All enemies have a damage stat to determine how many Hits the hero must defend to avoid gaining a Wound. Enemies in Wander do not roll for attacks. All attacks by enemies automatically are considered successful hits that heroes must defend against.

Defending Enemy Attacks

When enemies attack a hero, it is time for the hero to try to defend all incoming hits. To defend against an enemy attack, a hero gets a dice pool equal to the amount of Defense the hero has listed on their Hero Card plus any items cards and or abilities that grant bonuses to Defense. The hero then rolls his defense dice looking for the SHIELD symbol or CRIT symbol. Just like with hero attacks, a CRIT symbol equals one success and explodes allowing you to roll an additional die. After all additional dice from CRITS have been rolled, check how many SHIELD and CRIT symbols have been rolled. The total number of success is how many hits from the enemy the hero has successfully blocked. For example 2 level 1 Grunts are attacking Tank, which is 1 damage per Grunt for a total of 2 hits directed towards Tank. Tank then gathers 2 dice from his Defense stat and 1 dice from his shield starting item which grants +1 Defense for a total of 3 dice. Tank rolls his Defense with a result of CRIT, Sword/Shield, Ranged. Tank rolls an additional die for the CRIT which results as a SWORD. His final Defense roll is CRIT, Sword/Shield, Ranged, and Sword giving tank a total of 2 success on defense against 2 incoming hits from the otter grunts. Tank blocked all the damage and takes 0 Wounds. If Tank's result was Sword/Shield, Ranged, Ranged, Tank would have only blocked 1 of the 2 incoming hits and Tank would suffer 1 Wound.

Opportunity Attacks

If a Hero starts a Move Action while in combat range of an enemy (Melee or Ranged),the enemies will get an attack of opportunity and the heroes must roll their defense stat for a Dodge roll. A hero only needs 1 Shield or CRIT to succeed at a Dodge roll. A failed Dodge roll will result in a maximum of 1 Wound no matter how many enemies are in attack range of the hero during the Dodge.

Taking Wounds

Anytime a hero fails a defense roll against incoming enemy attacks or certain events, the hero takes Wounds equal to the amount of damage they failed to defend against. When suffering Wounds place the Wound Tokens on the Wound section of your Hero Dashboard. If your hero ever has wound tokens equal to the hero's maximum health than the Hero is DOWNED.

Downed

When a Hero is Downed immediately put the hero model on its side, move that hero's Initiative Card at the bottom of the initiative track on the Initiative Board, and move the Morale Token down 1 space on the morale tracker on the Initiative Board. When a Hero is considered Downed, they may not perform any actions besides to try and Rally by rolling 1 die per hero in that space (Including themselves) per action. A hero successfully Rallies when rolling a CRIT. Once the hero Rallies, the hero stands back up and may take 1 free move action without any opportunity attack penalties to get out of the way. A hero may also automatically Rally if there are no Engaged enemies on the board. A hero's turn is over after they have Rallied.

Defeating an Encounter

Once all enemies in the encounter are defeated, all heroes regain 1 HP. Once the encounter is clear of enemies heroes are able to interact with Ladder Tokens to flip the current tile and enter a new encounter.

Starting a new Encounter

When heroes enter a new encounter by flipping a tile, they will need to place new Spawn Points and Darkness Tiles dictated by the scenario in the campaign book. Once all Spawn Points and Darkness Tiles have been placed, it is time to spawn enemies for the new encounter. When spawning enemies, follow the same spawn rules that are used to populate the first encounter, but be sure to spawn the enemies of the party's current Experience Tier. The party's Experience Tier is always based on whichever hero has the most Experience. After all enemies have been spawned, shuffle the initiative cards for each hero and enemy model on the board and lay them out onto the Initiative Board.

Defeat

Should the Party Morale ever drops to 0, the heroes have been defeated and have lost the scenario. Many scenarios in the Campaign Book have multiple challenges that dictate the success and failure of the scenario. If the party is defeated in a campaign, the heroes lose all loot gained from the current scenario. Players than may choose a different scenario of the same difficulty or attempt the same scenario again.

Defeating a Scenario/ Campaign Rules

Once heroes have completed the winning objective of a scenario, they will have multiple options of which scenario to play next dictated by the scenario just completed. Heroes reset their Experience Tracker back to 0 and keep all new item cards they have acquired.

There are 3 levels of the Campaign of Wander: The Cult of Barnacle Bay. After defeating 2 level 1 scenarios and the level 1 boss, the heroes may progress to level 2 of Barnacle Bay. In level 2 the enemies become more difficult. Use the the level 2 enemy stat card for all level 2 scenarios. After defeating 2 level 2 scenarios and the level 2 boss, the heroes may progress to level 3 of Barnacle Bay and will use the level 3 enemy stat card. After defeating 2 level 3 scenarios the heroes will end with the final showdown with Elder Bane.

Boss Scenarios

There are 3 tiers of Boss Scenarios in the campaign of Wander: The Cult of Barnacle Bay. There is 1 boss fight at the end of each level of difficulty. Boss fights play much different than other scenarios. When setting up a Boss Scenario follow the directions of the scenario in the Campaign Book.

Boss enemies function differently than other enemy models. Each boss enemy comes with a Boss AI Deck that dictates its actions and a Boss Stat Card. Shuffle that boss's Boss AI Deck and put it next to the game area. At the beginning of a Boss Scenario, you do not populate the board by spawning enemies unless the scenario rules in the campaign book state otherwise.

Place the Boss model in the space shown in the campaign book. Shuffle the Initiative Cards of the heroes and place them onto the Initiative Board. Boss enemies do not have an initiative card, they instead activate at the end of each hero's turn. At the end of each hero's turn you will reveal 1 Boss AI card. The Boss AI Card will dictate what actions the Boss will take and who it will target.

Each time you wound a Boss, your hero gains 1 XP for each wound. When a hero is the first hero to break into a new experience tier, all other heroes gain Experience just like other scenarios. Instead of causing a Tier Spawn to happen, when the first hero breaks into an new initiative tier it causes the boss to immediately take another action by revealing an additional Boss AI Card.

Keywords

This game utilizes many Keywords to help save space on Hero and Enemy Cards and make ABILITIES easier to understand. We've included this section to help understand what these Keywords mean, and how they apply in the game. They are listed alphabetically.

HITS: HITS are the name for a the damage done by successful Attack die roll. HITS deal WOUNDS when they break through an Target's Defense.

Example: Fynn's ABILITY "Sniper" reads "CRITS = 2 x Hits with Ranged Weapons". This means when he rolls a CRIT while attacking with a RANGED WEAPON, it counts for twice the amount of damage.

ACTIONS: The number of ACTIONS a certain ability costs to use.

Example: Ibexus's "Mana Stream" is a 2 ACTION ABILITY, thus it costs 2 full ACTIONS to cast it.

ATK: Short for "Attack"

CHARGE: the Hero can MOVE then ATTACK an Enemy all in 1 ACTION.

CLEAVE: With a successful CLEAVE 1 enemy within the same space as the target automatically suffers 1 wound.

CLOSE: CLOSE means any models with in 1 space away of the model.

DEF: Short for "Defense"\

KNOCKDOWN: When a hero suffers KNOCKDOWN place the hero model on its side. The Hero currently is -1 Defense and must spend an action to stand back up. When an enemy suffers KNOCKDOWN, place the enemy model on its side. That model is now -1 Defense and must spend its entire activation to stand back up.

#(M): This represents the number of dice rolled and that the roll needs AXE SYMBOL for success.

PIERCE: In Combat, this ability allows your Attack to ignore 1 Defense on the targeted enemy model.

#(R): This represents the number of dice rolled and that the roll needs RANGED SYMBOL for success.

RE-ROLL: After any roll and CRITS have been resolved a hero may reroll 1 of the die from the dice pool. Many Reroll abilities state what kind of roll they allow re-rolls on. For example +1 Attack Reroll means a hero may reroll 1 die after an attack roll.

SLEEP: An affliction that causes "SLEEP"; While suffering from "SLEEP", Heroes are unable to MOVE, ATTACK, or INTERACT. They can roll a Knowledge Check per ACTION on their turn to try and Wake-Up. They can only succeed with a Knowledge Check of 1 or more.

Other Heroes can also attempt to "Wake-Up" a close hero by spending 1 action to roll a knowledge check. A Success of 1+ will remove the sleep effect.

Heroes can initially defend against "SLEEP" by rolling a Knowledge Check; they fight off the affliction by rolling 2 successes or higher.

WOUND: A WOUND represents any damage that is done to a Hero or Enemy in the game that has not been successfully Defended Against. Many events state " Take 1 Wound". Wounds cannot be blocked. When a hero has as many wounds as they have HP that hero is considered DOWNED.

POISON: When a hero suffers POISON, place 1 poison token onto that hero's Hero Card. At the end of that Hero's turn, they must roll defense against 1 incoming hit from the POISON while the Poison token is on their Hero Card. The poison token is only removed if a CRIT is rolled while defending against POISON.

CURSE: When a hero suffers CURSE, place 1 curse token on that hero's Hero Card.That hero is -1 to their total available actions while the token is on their Hero Card. At the end of that Hero's turn they must roll a Knowledge roll to remove the curse. Only a CRIT on a Knowledge roll against CURSE will remove the curse token.

CONFUSE: When an enemy model is affected by CONFUSE, that enemy model attacks a CLOSE enemy model and ignores that target's defense . If their are multiple options for which enemy model the CONFUSED enemy

attacks, it is the player's choice.

AOE: AOE stands for Area of Effect. With a successful AOE attack on an enemy model, all enemy models within the same space suffer 1 wound. When an enemy attack is an AOE against heroes, all heroes with in the same space of the targeted hero must roll defense against the attack.

SPELL: Spell is a keyword for certain weapons. Some abilities may only effect Spell items.

ARMOR: Armor represents a certain kind of item. Heroes are limited to only being allowed to carry 1 Armor item.

HELM: Helm represents a certain kind of item. Heroes are limited to only being allowed to carry 1 Helm item.

ONE-HANDED: One-Handed items are items that require 1 paw slot to be readied and is also a keyword for certain abilities

TWO-HANDED: Two-Handed items are items that require both 2 paw slots to be readied and is also a keyword for certain abilities

DUAL WIELD: Dual Wield weapons represent a pair of 2 weapons that tack up both paw slots. Dual Wield does not use the Two-Handed keyword

DOWNED: When a hero has as many wounds as they have HP. That hero is considered DOWNED. When a hero is downed, place that hero's miniature on it's side, move that hero's initiative card to the bottom of the initiative, and move the Morale token down 1 space on the morale track on the initiative board.