

Draft Version 2 17/3/03



LAIR BREAK

A fantasy game of combat, economy, and adventure.

The Story

The Halls of Thorgrim lie deep beneath the Dwarvish nation of Silverlund. They are rich in ores, precious metals and rare jewels and gems – a place any nation would lust after. The dwarves lost the mines to the wretched great red dragon Wykercles many years ago but now 6 armies have arrived to contest the ownership of these famous mines and destroy the dragon.

The question is who will gain control?

The ambitious humans of Kourtnay? The cunning Goblin tribes? The mighty Ukhruach orcs? The fierce Dwarves of Silverlund? The vastly intelligent Gnomes or the ruthless darken Elves from below?

Only time will tell.....

Rules

2-6 players

The armies –

Dwarves (Brown)
Humans (Blue)
Gnomes (Grey)
Orcs (Red)
Dark Elves (Black)
Goblins (Green)

Components –

30 Foot Soldiers (per army)
15 Miners (per army)
7 Wagons (per army)
8 Elite Units (per army)

1 Game Board
6 Purchase Charts
3 Event Charts (1 Treasure Chart, 1 Monster Chart, 1 Trap Chart)
16 Mystery Tiles
20 Monster Tiles
1 Rules Book
4 Six Sided Dice
120 Mining Cards (8 Treasure, 10 Monsters, 6 Mined Outs, 8 Dig Deepers, 88 Minerals)
50 Mineral Chits (4 Jewels/Gems, 5 Platinum, 9 Gold, 10 Silver, 11 Copper 11 Iron Ore)
200 Shieldmeet Currency Notes (20x500, 60x100, 50x50, 40x20, 30x10)
25 Mined Out Symbols

Victory –

1. Defeat all other competing armies
2. Rescue the lost Silverlund treasure from the dragon Wykercles.
3. Amass 3000 gold pieces.

Details

1. Defeat all other competing nations.

A nation is considered defeated when the army has no more units on the board and a full turn has passed around the board since the defeated players turn.

2. Rescue the lost Silverlund treasure from the dragon Wykercles.

In order for an army to achieve this, the dragon in the centre of the board must be destroyed (10 hp 2x 3,4,5,6). Once destroyed his lair will be set for the taking and the treasure will be required to be transported out from the lair and to the main base of the conquering army. Once the treasure has been picked up by a wagon, the other enemy armies however can conquer the wagon and take for their own. They can do this by wiping out the escort and defeated the wagons attack. Once they have control of the wagon they can proceed to escort the wagon to their base.

3. Amass 3000 gold pieces.

If at any time an army carries 3000 gold pieces then the game is considered won as the army purchases the barbaric mercenaries who send 500 units to swamp the mines. NOTE: The winner can be declared at any stage of the game, it does not have to be their turn. Also currency kept by an army must be placed on table although the notes may be turned over to hide the amount of currency kept by the nation.

Starting the game

First determine the number of players as this determines how many nations are in play and their starting positions.

2 Players = Each player controls 2 armies. The player with the highest roll starts by choosing either the orcs, goblins, gnomes or dwarves. The player then takes the allied army that they have chosen to conclude their selection. Eg. Goblins and Orcs, Dwarves and Gnomes. The second player takes the last 2 armies left. Note. The dark elves and humans do not come into play for the 2 player game.

3 Players = Each player controls a single army. The player with the highest dice roll selects either 1. Orcs, Goblins and Humans or 2. Gnomes, Dwarves and Dark Elves. This determines which armies will be played. The next highest rolling player gets to choose the nation he wants to play. Clockwise the next player chooses and then the last player.

4 Players = Each player controls one army. The player with the highest roll chooses out of Gnomes, Dwarves, Goblins and Orcs. Clockwise the next player chooses until the last player has chosen. Note. The dark elves and humans do not come into play for the 2 player game.

5 Players = Each player controls one army. The player with the highest roll chooses which nation is excluded either dark elves or humans. The next highest rolling player gets to choose the nation he wants to play. Clockwise the next player chooses and then the last player.

6 Players = Each player controls one army. The highest rolling player chooses first and then clockwise around the table.

Army Starting Points

There are 6 entrances on the board. The highest rolling player chooses his armies entry point and the next highest rolling player and so on until all armies have an entry point.

Starting Money and Units

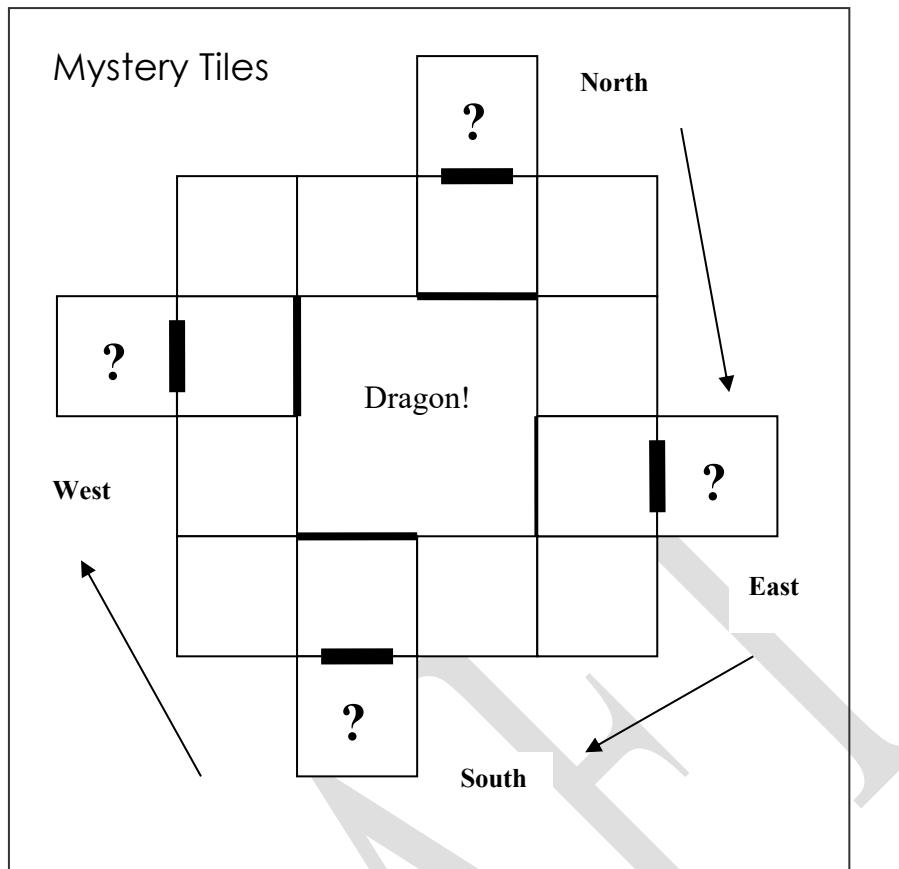
Once all the armies have been assigned each army receives -

- * 200gp
- * 1 miner, 1 mining cart, and 1 footman.

These 3 units are placed at the base of each nation as showed on the map.

Mystery Tiles

There are 16 mystery tiles in total. These tiles are made up of treasure, traps and monsters. These tiles are shuffled and placed face down on the board. The placement of these tiles starts with the player with the highest roll. He plays the first mystery tile on the north ? mark square above the dragon's lair. Following the next player east, the next south and the following player west.



Once these 4 tiles are down, each player then proceeds to place the rest of the tiles on the board starting with the highest rolling player clockwise around the board until all tiles are placed. These tiles may be placed in any square on the board as long as the tile is 1 square away from a placed tile and 2 may not be placed on the same square. The rules and affects of mystery tiles are seen below under the section of places of interest.

Turn Sequence

1. Purchase
2. Mine
3. Movement/Combat

The turn sequence is a simple process. Each player begins by purchasing the units they wish. The units can be placed either at the main base or any outpost that the army controls. Note – These units must be placed before the mining phase starts.

The below units can be purchased –

Unit	Cost	Army	Description	Special Abilities
Miner	40	Any	Stalwart units that discover and protect your mines.	-
Mining Cart	70	Any	Highly valuable unit used to transport your discovered minerals to your bases for money.	-

Footman	50	Any	The core of your army – these units guard your base, protect your supply lines, lead your exploration and fight your enemies.	-
Assassin	100	Dark – Elves	Devious units used to infiltrate the enemy, lead units and ultimately destroy all apposed to the Dark Elvish claim.	Infiltrate
Knight	90	Humans	Brave heroes sworn to support the human expedition. These warriors are well protected, lead troops and hold a mighty attack.	Defence
Saboteur	90	Goblins	These sneaks can prove deadly. They are packed with deadly explosive oils and charge crowded units, barricades blowing themselves and all in the vicinity up.	Kamikaze
Archers	80	Orcs	The orc crossbows should be feared. They fire at a range and provide backup shots whilst the front ranks engage in melee.	Ranged Attack
Steam Cart	110	Gnomes	These useful inventions travel at a rapid rate allowing the gnomes the advantage in mineral transport. They also are packed with nasty surprises for any would be marauders.	Steam Power
Master Miner	80	Dwarves	The master miner is a cut above any competition. Fierce in combat and skilled at clearing mined outs - these miners a threat to any army.	Master Mining

Mining

Mining is the process of searching a shaft for the valuable minerals that will purchase equipment and soldiers and steady an army's campaign. To mine - a miner with an empty shaft (no minerals dug up) must be standing on top of a square marked with the pickaxe (symbol designated for mining). When the mining phase turns up the activate player turns up one card per empty mine where a miner is activate. The card is turned over and placed under the board directly below the mine. The card will show one of the below –

1. Minerals (5 Jewels/Gems, 9 Platinum, 15 Gold, 17 Silver, 20 Copper 22 Iron Ore)
2. Treasure
3. Monsters!
4. Mined Outs.
5. Dig Deepers...

1. Minerals

There are various minerals to be found in Thorgrims Hall. Some extremely valuable, others not so much. Regardless of what minerals are discovered they are all important in keeping your army sizeable enough and your expansions efforts continuing. If you turn over a mineral card you will find one of the following –

- a) Iron Ore (worth 50 Gold Pieces)
- b) Copper (worth 70 GP)
- c) Silver (worth 90 GP)

- d) Gold (worth 120 GP)
- e) Platinum (worth 200 GP)
- f) Jewels and Gems (worth 350 GP)

Place the appropriate mineral chit on the square

The trick after discovering these minerals is to transport them to your base or one of your outposts to exchange for currency as soon as possible. You do this by moving one of your wagons to the pickaxe symbol and then back to your base. NOTE – You do not have to stop to load, only to unload at your base. EG. If your wagon has 3 movements left and is one square away from the pickaxe symbol then you could spend one movement moving to the symbol – picking up the minerals and moving 2 squares to the nearest drop off point. See movement below for more information.

2. Treasure

These cards are different from the mineral cards as the treasure is immediately discovered and can be used by the army. They do not need transportation from the mine to base. Here are the treasures that can be found

Name	Description	Use
The Teardrop Necklace	This rare necklace was lost long ago and now is uncovered.	Finder immediately gains 500 GP
Murclaric's Tomb	The human priest befriended by Thorgrim was buried after his epic battle with Wykercles undead army.	Finder immediately adds 4 foot soldiers to his main base garrison. These are pilgrims wanting to fight for the finder of the greatest priest of Lambert, God of War. NOTE – The mine is considered mined out for the rest of the game due to the respect shown to the dead priest. Master miners do not affect this.
Gnorems Chariot	You have discovered a magical chariot.	Place a wagon in the mine where the treasure is found.
The Wand of Magical Transport (1 use)	The magical transportation wand is yours	You may during your movement phase transport one collective unit to anywhere on the board as long as it is 5 squares from an apposing army or monster.
The Staff of Enslavement (3 uses)	A powerful relic created many centuries ago by a group of mystical mages.	When encountering any monster you immediately discard the monster and place a foot soldier in place of the monster.
The Orb of Fervour (2 uses)	This orb is used to co-ordinate and spur your troops onwards,	You may before your movement and combat turn choose to use this orb. All your units increase movement by one.
Kourtney Royal Jewels	The lost jewels of the King of Kourtney are yours	Collect 400 gold pieces immediately.
The Shadow Ring (1 use)	The ancient tool of the necromancer Girloth is yours.	You may during your movement turn use the ring. This releases 3 shadow assassins who attack 3 targets of your choice on the board. HP 1 ach AT 4,5,6

3.Monsters

One of the great dangers of mining in Thorgrim's Hall is the monsters that can be attracted at the great noise your miners are making or are simply roused from their hidey holes when you break a hole into their lair.

When you turn over the mining card and it is a monster – choose the appropriate monster tile and place it on the square that the miner is mining on. (The pickaxe icon). Once done a battle rages for the mine. The monster is either defeated and the tile is removed or the monster wins and stays in the square until defeated.

Below is a chart of the monsters and their attacks/hit points. (see [combat](#) for further details)

Monster	Description	Combat
The Dragon Wykercles *	Your heart grips in despair!	10 HP attacks 1x 2,3,4,5,6
Giant	A giant charges you!	3 HP attacks 4,5,6
Banshee	Her shrill cry calls out.	1 HP attacks 4,5,6
Giant Rats	Rats crawl out from amongst the rocks..	1 HP attacks 2x6
Giant Spider	A clicking noise is heard.?!?	1 HP attacks 2x5,6
Vampire	A shadow swirls above....	2 HP attacks 3,4,5,6
Mummy	A foul stench comes from ahead..	2 HP attacks 2x4,5,6
Lizardman	You have stumbled across an angry Lizardman	1 HP attacks 5,6
Hellhound	A Hellhound Attack!	1 HP - attacks 4,5,6
Zombies	A murmuring gets louder...	3 HP – attacks 3x6
Skeletons	Skeletons emerge and attack	2hp – attacks 2x5,6
Wraith	You sense an evil presence..	2hp – attacks 4,5,6
Golem	The earth moves at your feet.	3 hp 1x4,5,6

NOTE – Hit points are regenerated at the start of each round. Eg (The giant with 3 hp is fought and only loses 1 hp. The giant will regenerate all of his hitpoints unless you defeat him within your given turn)

* The dragon regenerates his hit points if the attack is not successful and the army retreats. Also the wagon that carries the dragon hoard cannot be destroyed like other wagons may be.

4. Mined Outs

Mined outs are any miners worst fear. It is when a mine dries up and will not render any more minerals. When the card is turned over place a mined out symbol on top of the pick axe symbol and the mine is no longer able to be used. NOTE – An exception to this rule is the master miner, the dwarves special unit. When a master miner appears at the mine, on the roll of a 5,6 the mined out symbol is removed and another shaft is found.

5 Dig Deepers

Dig deepers can be a source of frustration. It simply means for the current turn that mine reveals nothing. The mine can be continued the following turn.

MOVEMENT/COMBAT

A) Movement

Movement is obviously an essential part of the game the movement ranking for each is below.

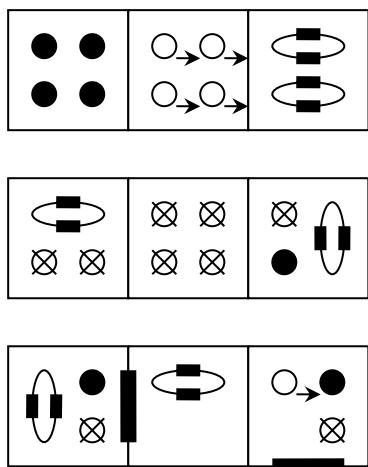
Unit	Movement
Miner	4
Mining Cart	6
Footman	5
Assassin	7
Knight	6
Saboteur	6
Archers	5
Steam Cart	7
Master Miner	5

There are some specific rules for movement –

Unit Spaces – This is how much space in one square a unit takes up. All units take up one quarter of a square except the wagon which takes up one half of the square (two spaces) and the barricade that sits in between two squares.

Example

Placement of Units



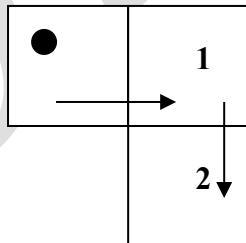
Key

- Soldier
- → Miner
- ⊗ Special Unit
- Wagon
- █ Gate

Passing Units – Any squads or units can pass through a set unit or squad as long as it is the same as the army active. You may not pass another armies units. You must resolve combat first (see below)

Diagonals – Moving diagonally costs two movements. You cannot use one movement to travel diagonally.

Diagonal Movement

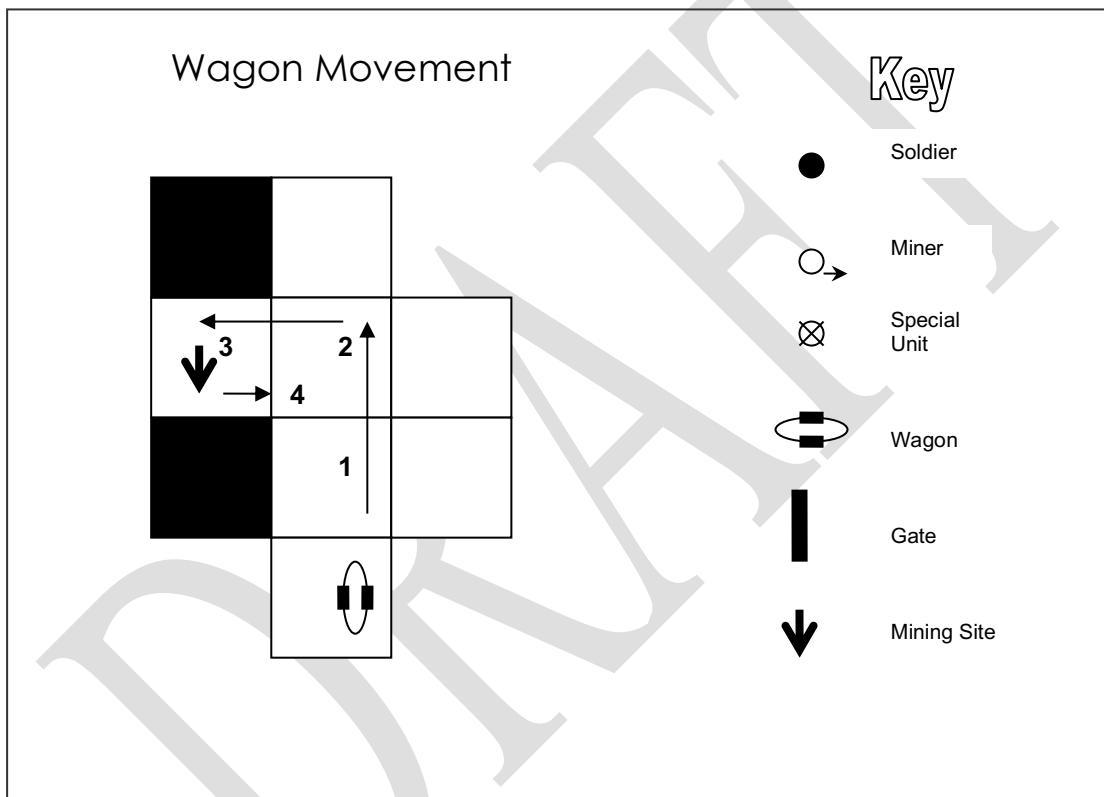


Placement in the square – When a unit finishes its movement it has the choice of the four areas in the square. This is important due to the combat rules and how the unit is attacked. Read more in Combat section below.

Gates – Gates cannot be passed unless they are breached. See combat for more information

Outposts – If the Outpost has not been entered before by any army it may be occupied by monsters, treasure or nothing. See places of interest for more details. If the Outpost is occupied then it acts like a gate. See combat for more information. Regardless of how it is treated it takes up one movement to enter. Once entering an outpost the movement of the units/squad is ended unless it is considered an outpost under your armies control and then you may move in and out to the limit.

Wagons – Wagons may move to their limit unless they are unloading minerals in an outpost or the armies base. This ends the wagons movement. Loading is considered one move.



Move Limits – A unit or squad does not have to move to its movement.

b) Combat

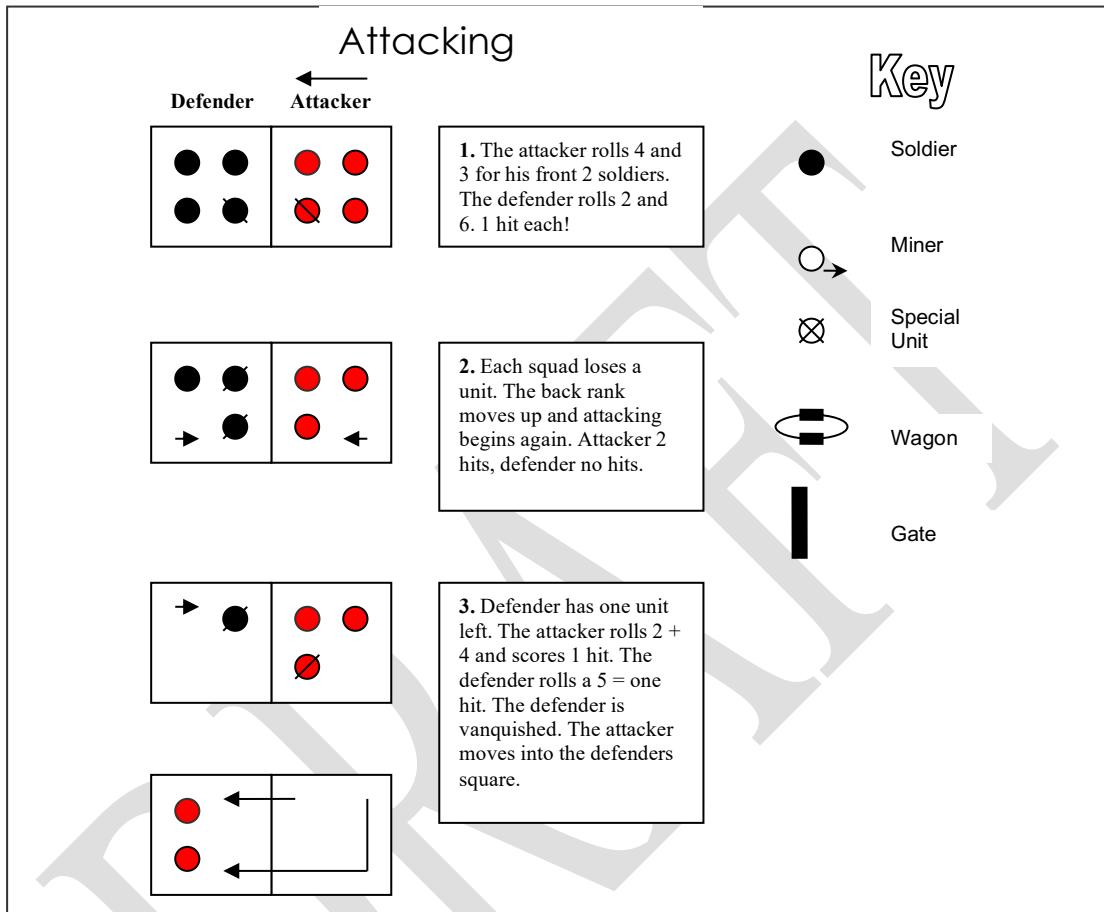
A combat is where you engage a monster or an opposing enemy's army. Combat occurs in the movement phase unless attacked by a monster by picking up a mystery tile or picking up a monster card during mining.

Basics

HP – Hit Points (Number of hits a monster can take before being killed).

AT – Attacks. This is the number on a 6 sided dice that a hit is scored. Eg. Soldier = 4,5,6 A hit is claimed if a 4 or a 5 or a 6 is rolled.

Attacks – A combat is resolved with the attacker rolling the dice for each attacking unit (up to 2). He either scores 1 hit or 2 hits or no hits. Then the defender rolls the dice per defending unit and records the hits. The attacker and defender then discard the units and the remaining units then move up and the combat continues until either the defender is destroyed, the attacker is destroyed or the attacker decides to retreat. They may defend against attacks. You may not attack diagonally across squares.



Below is a chart with units attack rolls and abilities.

Unit	Cost	Movement	Attack	Special Abilities
Miner	30	4	5/6	-
Mining Wagon	50	6	6	-
Footman	60	5	4/5/6	-
Assassin	100	7	2x4/5/6	Infiltrate
Knight	90	6	3/4/5/6	Defence
Saboteur	90	6	2/3/4/5/6*	Kamikaze
Archers	80	5	4/5/6*	Ranged Attack
Steam Wagon	70	8	5/6	Steam Power
Master Miner	50	5	2x5/6	Master Mining

Moving and Attacking – Units and Squads may attack and move until their full complement of movement. Eg. A squad could move one space, attack a squad, win the battle, move another 2 spaces, attack a unit and move one space again. Note – When defeating a squad or unit you must concede one movement to move into the space of the unit. If you do not have any movement left to move into an armies space you may not commit to combat.

Elite Units

Dark Elf Assassin – Tricky sods clinging to the shadows, climbing along walls and generally making a menace of themselves. They are potent in battle – roll 2 dice instead of one (score one hit only though) and can also infiltrate an enemy army by passing enemy units within their movement.

Human Knights – Knights are tough fighters with powerful attacks and strong defence. A knight hits on a 3,4,5,6 and when hit in battle may roll a defence dice – if the number is 5 or 6 the unit(s) life is saved and may fight on.

Goblin Saboteurs – Saboteurs are deadly nutters strapped with all manners of explosive oil. If attacked or attacking they immediately ignite these oils creating a blazing inferno of massive destruction. On a roll of 2,3,4,5,6 all attacking units are destroyed along with the saboteur. Discard all units.

Orc Archers – The orc archers are a cunning bunch, sitting in shadows and picking off units from a distance. They may shoot 4 squares in range. When in a unit attack and they are in the back rank they shoot over the front rank and score hits each round. They get one volley per unit per turn unless they are attacked and then shoot as per normal combat. They may not shoot around corners, only line of site including diagonals. They may not shoot through gates

Dwarvish Miners – Dwarvish miners are a hearty bunch adept at mining and also fierce fighters. They roll 5,6 in a fight like a standard miner but roll twice similar to the assassin. They may also attempt to remove a mined out mine once. On a roll of a 5 or 6 they remove the mined out symbol and begin mining anew.

Gnome Steam Wagons – Steam powered wagons are a potent weapon to the gnomes attempt to control Thorgrim's Hall. They are fast, moving 8 squares instead of the standard 6 and are equipped with some nasty weapons allowing the wagon to score a hit on a roll of 5 or 6.

Other Combat Rules

Ranks – Each battle as shown above is dependant on ranks so be careful where units are placed. It is also wise to place your weaker units in the back ranks. Eg. Wagons, Miners. You must have 3 or 4 units to have a back rank. Eg. If you have 2 units in the square then they fight in the front rank.

Retreating – A unit may engage in a round of combat and then decide to retreat. They retreat back one space and lose any movement left over.

Squads – These are groups of units that move together for protection and attacking prowess.

Monsters – Monsters appear in a mining card pack or on a mystery tile. These nasties are either defeated and discarded or are not defeated and left on the square that they were found. (In the case of the mining card, the pick axe square)

Gates – The scattered gates across Thorgrims Hall can be quite useful. They are used to repel attacks and slow down squads and units. For an attacker to pass through a defended gate and attack the defending army he must spend his whole movement. If there is no defending unit/squad the gates do not count and the unit(s) may pass freely. To pass through a defended gate the attacker must roll the following –

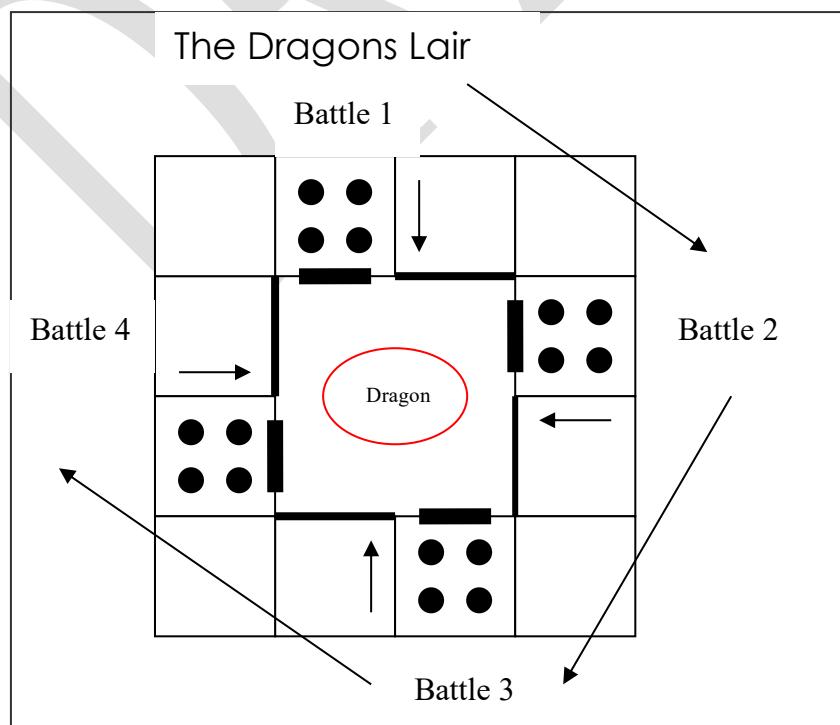
Situation	Roll
Defender has more units	Attacker rolls 5,6
Defender and Attacker has same attacks	Attacker rolls 4,5,6
Attack has more units	Attacker rolls 3,4,5,6

If the attacker does roll the required numbers he may then attack the defending units and combat begins as per normal. If the required rolls are not met the unit(s) stay in the square and their movement is ended.

Capturing Wagons – Wagons can be captured instead of destroyed. Simply defeat the wagon in combat and discard the enemy wagon and place your wagon in place. It may not move that turn. The player defeating the wagon may also choose to destroy the wagon; they do not have to capture it.

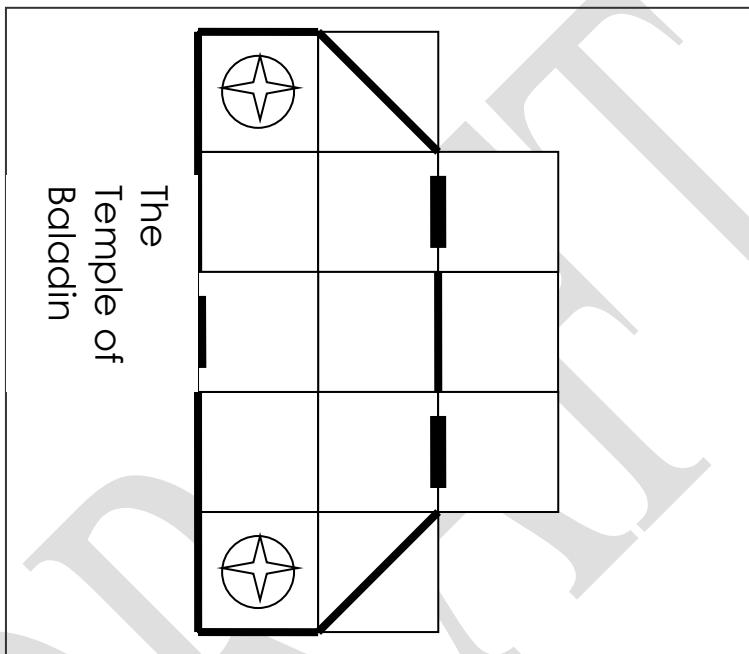
Places of Interest on the Board

Dragons Lair – The lair of the Dragon Wykercles is a 4 square chamber with 4 gates surrounding it. The dragon is asleep unless attacked by an army and then awakes to deal out punishment to any intruders. (see monster chart for dragons attacks and hp). You may attack from any of the squares next to the gates but must resolve one combat at a time before moving to the next attacking unit.



If the dragon is not defeated by the current army, he then regenerates all his hitpoints and goes back to sleep until the next intruder arrives. If the dragon is then defeated place the dragon hoard treasure token in the lair. This must be transported out of the lair and back to the main base. Of course the enemy army's will now try and defeat the wagon before it gets back to the main base as this will mean the player wins the game.

Temple of Baladin – This temple is a room sacred to the ancient dwarvish gods. No armies may fight any combats in the temple. Units may stay only one turn into the temple and may not re-enter immediately.



Outposts – The outposts were used by the Silverlund Dwarves to house soldiers, store wagons and minerals and keeping any roaming monsters at bay. Since the dragon Wykercles reaked havoc on the dwarves each outpost has been left to decay and crumble making perfect places for monsters to live and treasures to be stored. When an army wishes to reclaim an outpost they must send in a unit or a squad to the outpost. The unit must spend a movement trying to enter. To enter into the outpost the player must roll to see if the unit breaks down the door. The roll is 4,5,6 and the door opens. A 1,2,3 will not allow the unit to enter and the unit or squad loses the rest of the movement. Once entered the player must roll to see what the outpost contains. Use the following chart.

Roll	Contents
1	Giant - A giant charges you! 3 HP attacks 4,5,6
2	Wraith - You sense an evil presence.. 2hp – attacks 4,5,6
3	Lizardman - You have stumbled across an angry Lizardman, 1 HP attacks 5,6
4	Giant Rats - Rats crawl out from amongst the rocks.. 1 HP attacks 2x6
5	Treasure! – You find a chest of gold – Gain 100 gold immediately.
6	Treasure! – You find a secret cache – Gain 200 gold immediately.

If the outpost contains a monster – place the appropriate monster tile on the outpost and only discard the monster if you defeat it. If not defeated – leave the monster in the outpost until defeated. Once the room is under your control you may return minerals or place freshly purchased units in the room at the beginning of the turn via a teleport gate with your main base.

Mystery Tiles – The mystery tiles are made up of -

- 5 Traps
- 4 Treasures
- 4 Monsters
- 3 Lost Units

The below chart outlines the mystery tiles and their affects -

Event	Desc	Result
Cave In (2)	The roof collapses	Turn the tile over – this blocks the square until a miner spends 2 turns clearing
Pit Trap	A false floor! A pit is revealed	Turn the tile over – for each individual unit roll d6 – if the result is 4,5,6 the unit is lost. The pit may be filled in by a cart visiting the square twice
Bear Traps	Iron claws reach out for your legs!	Turn the tile and roll d6 for the collective unit. On a 4,5,6 the unit is delayed for 2 rounds. Discarded the tile after resolving.
Illusionary wind	A strong gust of wind blows.	The wind blows the units back a number of squares as determined by a roll of a d6
Gold	4 Discarded bags of Gold	Immediately collect 150 Gold Pieces
Gems	A Sack of Gems!	Collect 200 Gold
Magic Drums	You have found the magic drums of Thorbald	The drums can be used for 1 turn and then are discarded. The give all attacking units +1 in their attack.
Magical Horn	The famous horn of Gidelius is yours!	2 Uses – You can use the harp at the start of an enemy nations turn and they may not attack you for their round.
Hellhounds	2 Hellhounds Attack!	2 HP - attacks 4,5,6
Lizardman	You have stumbled across an angry Lizardman	1 HP attacks 5,6
Giant	A giant charges you!	3 HP attacks 3,4,5,6
Banshee	Her shrill cry calls out.	1 HP 4,5,6
Miner	A lost miner joins your forces	Discard the tile and place a miner on the square.

The Gate Thief	You find the famed Gate Thief trussed up. Upon releasing him he steals 50 gp from all apposing armies and gives it to you as a token of his gratitude.	Discard the tile and take 50gp of all apposing armies.
Hero	You convince the hero to swear allegiance.	Discard the tile and place an elite unit on the square.
Note – All monsters stay in the square until defeated. They also regenerate their hit points if not defeated.		

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