

mantic

Dungeon Saga



Rulebook

"Understand something, all of you. This task is not given lightly, nor is it to be taken as such.

You will be treading on sacred ground, and you will do so with all of the respect that such a place deserves."

The old Dwarf eyed each of them in turn, daring any of them to contradict him. The Barbarian gave an ostentatious yawn. The she-Elf simply stared at him, not a single muscle moving to betray that she was even listening. His damnable nephew looked bleary eyed and Golloch wondered idly which tavern they had dragged the boy from this time. Of them all, only the human wizard boy seemed in the slightest bit impressed or even interested in his words. The young man's eyes were wide in a pale face, and he was nodding with a vigorous motion for several seconds before he seemed to notice that the others were not reacting with quite such conviction, and he lapsed into stillness once more.

Golloch shook his head and continued, making a point of raising his voice and noting with no small satisfaction the wince of Rordin as he did so.

"The ruins at Dolgarth have been defiled, and it would appear that those who did so practise the unholy arts. The dead must not walk in my ancestors' halls. King Grund's eternal slumber

must not be disturbed. You must travel there, find the source of this insult, and end him."

Even as he paused to draw breath, another voice cut across his, dripping with arrogance. The Hegemon of Basilea was used to the total obedience and adoration of all those who addressed him, and he was having difficulty dealing with the gruff Dwarf King.

"The insult is not just to the Dwarfs. Our allies from Therennia Aldar bring us evidence of our own holy warriors having been turned to the ends of this foul wizard. This will not stand. You will bring me the head of this vile creature, that I might have it burned."

A third voice, this one mellifluous and measured, its every syllable music to the ears.

"The Hold was once well known to my kin, in a different age. It is possible that some traces of them still remain there. I ask that you allow my daughter to bring any Elven artefacts back unmolested, that they might be properly returned home."

Golloch tutted as he looked at each of them in turn.

"I care nothing for your petty human pride, nor any more for your bloody Elf trinkets. My nephew will ensure that proper payment is exacted against this sorcerer, and then my people will march to reclaim Dolgarth once again."

"Now hold on", the Hegemon began, "there was never any such agreement amongst us. The plains of Diffeth remain neutral ground as you well know. We-"

"I care nothing for your neutrality. For all I know, this is all some bloody ruse to get your wizard and mercenary in there to defile my ancestral inheritance!"

"My Lords."

The voice was calm, yet authoritative. It held an edge if hidden steel, belying the age and apparent frailty of the speaker.

"This bickering must stop. If Meital is indeed seeking something in Dolgarth, then it must be something very much worth the effort. It is imperative that he be stopped."

The belch was like a thunderclap in the small chamber, echoing off the walls. Every pair of eyes turned to look at the barbarian, who looked back with amused disinterest.

"Are we going, or not?"

The Dwarf king looked about to speak, but Madriga got there first.

"My uncouth associate has a point. If it pleases you all, we should perhaps set out for our destination and leave you fine gentlemen to discuss the finer... political points of things without us."

Introduction

Dungeon Saga is a game of high adventure in a fantasy world of heroes and monsters. The game can be played with as few as two players or as many as five.

You will embark on a series of adventures in which one player takes the role of the evil Overlord while the other player(s) act as the brave Heroes who venture into the dungeon depths to face him.

Each character is represented by a miniature figurine, and the dungeon is represented by detailed tiles laid out on your tabletop. Players will need all of their wits to battle their way through the challenging adventures, with a little help from the cards, counters and dice included in the box.

Getting Started

If this is your first time playing *Dungeon Saga*, play through the Quick Start Guide included in the box before reading the rest of these rules. The step-by-step examples will begin our heroes' story and ease you into the rules, making this book more familiar and straightforward. For those who already know their way around a dungeon, read on!



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Components

BOOKS

- (a) Quick Start Guide
- (b) Rulebook (this book)
- (c) Dwarf King's Quest Book



HERO AND BOSS MINIATURES

- (a) Orlaf, Human Barbarian
- (b) Rordin, Dwarf Fighter
- (c) Madriga, Elf Ranger
- (d) Danor, Human Wizard
- (e) Mortibris, Necromancer
- (f) Grund, Undead Dwarf King
- (g) Elshara, Banshee
- (h) Hoggar, Zombie Troll Shaman



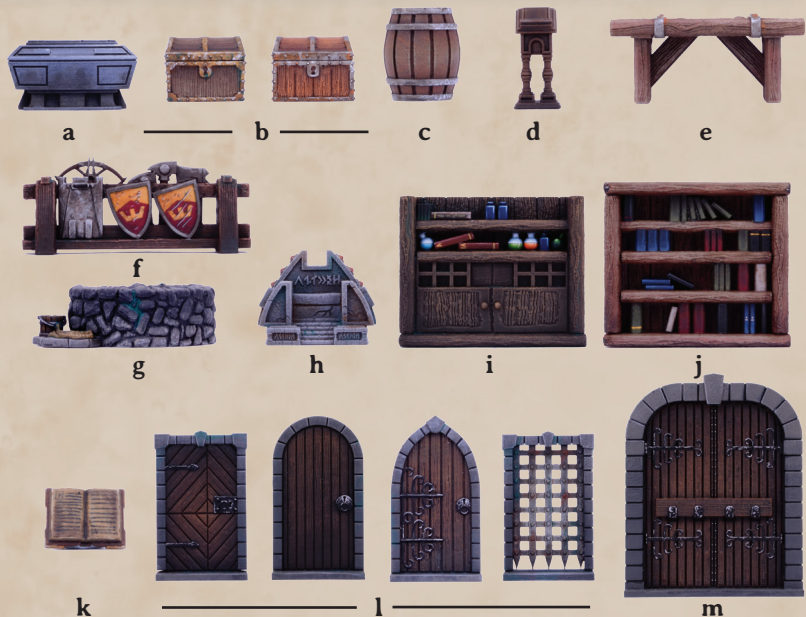
UNDEAD MINION MINIATURES

- (a) Skeleton Warriors
- (b) Skeleton Archer
- (c) Zombies
- (d) Armoured Zombie
- (e) Dwarf Revenant
- (f) Ghost
- (g) Zombie Troll



DUNGEON FURNITURE

- (a) Dwarf Crypt
- (b) Chests
- (c) Barrel
- (d) Lectern
- (e) Table
- (f) Weapon Rack
- (g) Well
- (h) Dwarf Throne
- (i) Sorcerer's Cabinet
- (j) Bookcase
- (k) Book
- (l) Single Doors
- (m) Double Door



CARDS

- (a) Overlord Cards
- (b) Item Cards
- (c) Spell Cards
- (d) Ability Cards



COUNTERS

- (a) Wound Counters
- (b) Piles of Bones
- (c) Hero Counters
- (d) Experience Counters
- (e) Mundane Lock Counters
- (f) Magical Ward Counters
- (g) Weak Spot Counters
- (h) Cave-In Counter
- (i) Spell Effect Counters
- (j) 'You Are In My Power' Counter
- (k) Banshee Heart Fragments



GAMING AIDS

- (a) Necromancer Overlord Panel
- (b) Short Range Ruler
- (c) Long Range Ruler
- (d) Blue Hero Dice
- (e) Bone Overlord Dice
- (f) Hero Cards
- (g) Boss Cards



DUNGEON TILES

This box also contains 33 floor tiles to represent the dungeons of Dolgarth. These can be fixed together with the plastic clips provided.

Note that there is alternative art representing caves and lava-filled tunnels on the backs of these tiles. You will be able to use this alternate art with the range of Dungeon Saga expansions.



Setting up the Game

A Dungeon Saga game is called an adventure, and usually forms one chapter of a larger story. In *The Dwarf King's Quest*, the battle between Mortibris and our Heroes, there are ten sequential adventures detailed in the Quest book.

To set up a game of *Dungeon Saga*, follow these steps:

1. Decide how many people are playing and who will play each of the Heroes and the Overlord. The Heroes can all be controlled by one player, or they can be divided among up to four.
2. The Overlord should take the Quest Book and discuss which adventure your group will play, being careful not to reveal the maps or any other secrets to the Hero players.
3. The Hero players then select their Heroes, taking the corresponding miniature and Hero Cards.
4. The Overlord reads out any additional items, spells and counters needed for this adventure, before proceeding to lay out the dungeon as shown on the adventure map.
5. The Overlord player shuffles all of the Overlord Command cards and deals a certain number face down to form his deck, as specified in the adventure. He then draws 3 of these to form his starting hand.
6. When everyone is familiar with their characters and abilities, the Overlord reads out the story text for the adventure along with the victory conditions for each side and any special rules.
7. The game starts with one of the Heroes taking their first turn.

IMPORTANT! Only set up the tiles from the heroes' starting position to the first door(s). Anything beyond that is not yet in play and remains a mystery to the heroes.

While the Overlord is setting up the tiles, the other players should sort out the cards, counters, and dice they will need.



Painting Your Miniatures

The finely detailed miniatures included in this game will serve perfectly as they come. The different colours make it easy to tell who is on each side, and there is no assembly required so you can play the game straight out of the box. However, some people enjoy painting their miniatures and personalising their dungeon experience, and throughout these rules you will see painted examples to show you what can be done with care and practice.

To find out more about painting your miniatures, visit www.manticgames.com



Selecting Heroes

Each Hero has three core game values listed on their Hero card. These will be used throughout the game, so make sure you know where they are for quick reference.



Movement: How many squares the model may move in a turn – see page 12.



Combat Dice: How many dice the model may roll when in combat situations – see page 14.



Armour: The number that an opponent must roll above in order to harm the model – see pages 14–17.

Each hero has strengths and weaknesses. The mighty barbarian can slaughter many foes at a time, yet he is lightly armoured and vulnerable to stronger enemies. The Dwarf, while not quite as powerful, is steadier in his fighting, his thick armour resisting most attacks. The Elf is not as skilled a fighter as either of these, instead preferring to stay at a distance where her finely-honed archery skills can best be used. Finally, there is the wizard. The others may laugh at his lack of fighting skill, yet it is often his magic that carries the day.



Playing the Game

When the adventure has been set up as described in the Quest Book, the game can begin. Dungeon Saga is played in rounds, ending when one side achieves the victory conditions for that adventure.

Each round consists of 3 parts: Hero Turns, Overlord Turn, and End of Round.

The death of any Hero can result in a victory for the Overlord - so watch each other's backs!

Hero Turns

During a Turn a Hero may Move (see page 12) and/or perform 1 Action, in that order. If you do not want to move before taking an Action, the Action is all you may do in that Turn. A Hero can choose to do nothing in their Turn if they wish.

Actions

- ◆ **Fight:** see page 14
- ◆ **Shoot:** see page 16
- ◆ **Cast Spell:** see page 19
- ◆ **Other:** some adventures allow for additional actions – these will be listed in the text for the adventure

The Actions available to a model depend on their abilities and situation. For example, a Hero cannot shoot a bow if they don't have one. Even if they have one they cannot use it if they are in the middle of a Fight.

Feats

Instead of taking a normal Turn, a Hero may instead decide to use the Heroic Feat(s) detailed on their Hero Card. Each Hero may

only use each Feat once per game. Choosing when to use each Feat is very important.

Note that you cannot Move, change facing or perform a normal Action when using your Heroic Feat unless the Feat itself says so – the Feat replaces the Hero's entire Turn.

HERO COUNTERS



The Hero counters are included to use as a reminder of who has taken their Turn so far this Round. Place them where everyone can see them, and flip each one face down as that Hero takes their Turn.

HEROES OR PLAYERS?

Dungeon Saga can be played with 1–4 players controlling the four Heroes, and this means that different players may control different numbers of miniatures. Note that it is the Hero who takes the Turn, not the player. So, if three players were controlling the four Heroes between them, one would have two and the others would have one each. The player that controlled two Heroes may move first and last in the order of Heroes, second and third, or any other combination. Each Hero is dealt with separately regardless of how many are controlled by a single player.

WORKING TOGETHER

The Heroes will only be able to beat the Overlord if they work as a team. Each Hero needs to support the others and adapt to the situation at hand. You need to think carefully not only about how to achieve your objectives, but how to do so without anyone getting killed in the process.

The Dwarf and Barbarian will often need to protect the physically weaker Elf and Wizard, allowing them to skillfully deal with their foes at a distance. On the other hand, when a magical ward needs to be broken the Wizard will need to be front and center, so be flexible!

If you are one of several players controlling the Heroes, talk to each other! Is someone in trouble? Should you rush forward? Will that leave another Hero exposed? Should you fan out, or fight methodically in tight formation? Can you afford the time to explore that side passage?

One of the most important considerations is which Hero should take the initiative each round and act first. The first Hero to act in each Round cannot be interrupted by the Overlord (see page 10), but everyone else can...

Overlord Turns

As the Overlord is controlling a large number of followers, his Turns work differently to an individual Hero's Turn. The player may give Commands to his followers, one at a time, allowing him to Move and Act with several models and/or Raise several Piles of Bones within a single Turn. Each adventure lists the number of models he can Command in a Turn. None of the Overlord's models may Act more than once in a Turn, but may Act more than once in a Round using Interrupts - see below.

Actions

- ◆ **Fight:** see page 14
- ◆ **Shoot:** see page 16
- ◆ **Cast Spell:** see page 19
- ◆ **Other:** some adventures allow other actions – these will be listed in the text for the adventure

The Actions available to a model depend on their abilities and situation. For example, a Hero cannot shoot a bow if they don't have one. Even if they have one they cannot use it if they are in the middle of a Fight.

The Overlord can also play a single Overlord Command card (see page 10).

Raising the Dead

Instead of Moving and Acting with a model that is already on the board, a magic-using Overlord can use his Commands to cast spells - in the case of Mortibris the Necromancer he may cast the Raise Dead spell. Each adventure tells you which type(s) of undead are possible to raise, and how many of each are available.

When the Raise Dead spell is cast, the Overlord player replaces a single Pile of Bones counter with a miniature of his choice from the adventure's list, facing any direction he chooses. If the minion is raised in one or more enemy front arcs, then each of those enemy models gets a Free Strike (see page 13) as the creature tries to reassemble itself. Resolve these in an order chosen by the player(s) making the Free Strikes. A Minion that is raised from a Pile of Bones counts as having made its Action, and cannot do anything else in that Turn.

You cannot cast Raise Dead on a Pile of Bones if any model is standing on top of it. If there are multiple Piles of Bones on top of each other, only the top one can be raised.

WORKING FOR THE OVERLORD

There are two types of follower in the Overlord's army: Minions and Bosses.

Minions are the rabble of the army. These are the lowly warriors who will struggle against the Heroes on their own, but can cause damage when they gang up and work together.

A Boss is a Hero that works for the Overlord. Heroes are normally thought of as good guys, but similarly powerful individuals fight for the Overlord too. A Boss works exactly like a Hero and has a Hero card in the same way. All the normal rules for Heroes apply to a Boss as well, with the exception of when they are allowed to Act in a Round. Bosses only Act as part of the Overlord's Turn (or during an interrupt). Other than that, a Boss can have feats, use magic items and so on, just like other Heroes.



Overlord Command Cards

The Overlord has a deck of cards that grant him additional Actions and special abilities over and above his regular Commands. Before the game begins, shuffle the deck and deal out the number listed in the adventure to form the draw pile that the Overlord will use in this game.



Place the remaining cards back in the box – they will not be used for now. Don't look at any of these cards.

The Overlord then deals himself the top three cards from the draw pile he has made for this adventure to form his initial hand. There is no limit to the number of cards the Overlord can have in his hand.

The Overlord player may look at his hand of cards now, and should keep them secret from the Heroes.

The Overlord may play a single Command card in each Turn. This can be done at any point before or after Moving and Acting with a model, but not during. These cards are one-use only, and the different types are explained below.

In addition, the Overlord is dealt one extra card at the end of each Round, drawn from those remaining in the draw pile.

If the deck of cards is exhausted then the Overlord cannot draw any more, and in most cases this will mean that the adventure is over.

EXTRA COMMANDS CARDS

These allow the Overlord to Move and Act with that many additional models this Turn.

DOUBLE COMMANDS CARDS

These allow the Overlord to give double the base number of Commands allowed in the adventure for that Turn. Note that a single model may still only Move and Act once during a single Overlord Turn.

RAISE DEAD CARDS

These are only available to a Necromancer Overlord, such as Mortibris. Raise Dead cards allow the Necromancer to cast the Raise Dead spell a specified number of times, over and above those allowed with his regular Commands. The Necromancer player may never have more minions than are available for the adventure – any granted by a card over and above this limit are wasted.

INTERRUPT CARDS

These are played in between two Hero Turns, after one Hero has completed their Turn and before the next begins. The Overlord immediately gets to Move and Act with the number of models listed on the card, one at a time. This is not the Overlord's Turn and therefore these models may Move and Act again either by using extra Interrupt cards later in the Round, or during the Overlord's Turn.

You cannot play an Interrupt card before the first Hero's Turn, or after the last Hero's Turn in that Round. In addition, you cannot play two interrupt cards in a row without a Hero taking their Turn between them.

End of the Round

Once the Overlord's Turn is over, he draws a Command card from the draw pile.

If the deck of cards is exhausted then the Overlord cannot draw any more, and in some cases this may even mean that the adventure is over. This will be detailed in the Quest Book.

Furthermore, all Spell cards that are not currently the right way up may be rotated a quarter turn (see page 19).



Dying for the Cause

As an Overlord, it is important not to worry too much about the fate of your underlings. Most of them will die and early and messy death at the hands of meddling Heroes. That's their job.

The important thing is your plan to dominate the world. Every Overlord has one. When you think of it in this light the lives of your minions and even your trusted Bosses are unimportant. As long as they're sacrificing themselves to your benefit, that's fine.

So don't be shy about throwing your minions into the fray, even if the odds are hugely stacked against them. Even the lowliest skeleton can get a lucky hit on a heavily armoured Dwarf, and these wounds all add up. Weaken the Heroes with your rabble so your Bosses can finish them off later.

Use your advantages of numbers to swamp lone Heroes. Surround them and pin their best warriors in place while you slaughter their weaker allies. Remember, mercy and honour are weaknesses indulged by the so-called good guys. You don't need either of them.

Ruling the World

Each Overlord has a specific mix of cards in their Overlord deck. The rules described here are the general rules that apply to all Overlords, with the specific rules for Necromancers as well. In future expansions, different Overlords will have different abilities. Obviously, an Orc warlord won't be able to raise the dead, but the wily old greenskin has other tricks up his sleeve. The same goes for Overlords such as Abyssal Dwarf Kings, corrupted Elven traitors, ancient Great Dragons and so on. The particular mix of cards included in an Overlord's deck is part of his character and works together with the mix of followers he has available to make playing one Overlord quite different to playing another.

Crushing the Weak

The Overlord should be doing his best to disrupt the Heroes and exploit their weaknesses. Remember, the direct approach may not always be best. For example, perhaps the most cunning way to stop the advance of the surly Dwarf is to threaten the ill-armoured Wizard loitering in the rear, thereby luring the Dwarf into an act of heroic foolishness that plays right into your hands. Be devious, and always keep them guessing...

Movement

Movement is a vital cornerstone of tactical play for both the Heroes and the Overlord. A good understanding of the movement rules can not only get you into the ideal striking position, but also thwart your opponent's plans by blocking their best moves.

Adjacent

Throughout these rules, whenever the text refers to something being *adjacent* it means in any one of the squares next to the model in question. For a normal-sized model there are 8 adjacent squares, shown in red and blue in the diagram below.

Facing

A model must sit in a single square and clearly face one of the four sides of that square. The direction the model is pointing is called its facing.

ARCS

In general, both Heroes and minions pay more attention to things that happen in front of them. For this reason, the squares adjacent to a model are divided into a front arc and a rear arc, based on the direction the model is facing.

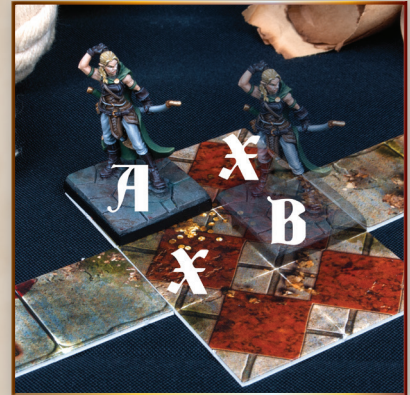


The 3 squares behind the model (shown in blue) form its rear arc. The remaining 5 (shown in red) are its front arc.

These arcs are important and many rules refer to something happening, or only being possible, when a model is in or moves into a model's front arc.

Piles of Bones and Other Counters

Note that until raised with a Raise Dead spell (see page 10), Piles of Bones cannot Move, do not have any arcs, and cannot attack or be attacked. The same applies to any other counter placed onto the board itself.



The model at square A wants to move to square B. This is possible as long as the model could legally move to one or other of the squares marked X. If both of the squares marked X are blocked, then square B is also blocked.

Moving Models

- ◆ During its Turn, a model can move a number of squares up to its Movement value.
- ◆ The model is moved one square at a time to show the intended path. A model cannot enter or end its movement on a square containing another model or a piece of furniture - those squares are considered blocked.
- ◆ However, a model can enter or end their Movement on a square containing a Pile of Bones counter.
- ◆ Models may move diagonally as long as movement into one of the squares either side of the diagonal would be permitted, as shown in the following diagram.
- ◆ A model may change its facing freely during movement. You may not change facing at any other time.
- ◆ If a model Moves into the front arc of an enemy model it must immediately end its movement, choosing its final facing.
- ◆ If a model starts its Turn in the front arc of an enemy model it cannot Move freely. It has two options:
 - ◆ It can remain in the same square and change its facing.
 - ◆ It may Move out of the front arc of that enemy, exposing itself to an attack. This is called Breaking Away (see page 13).

Breaking away

Models that start their Turn in an enemy model's front arc do not have to Fight them if they don't want to. If they prefer they can try to escape from the Fight by Breaking Away. However, any enemies will get a chance to Attack them as they move away. This is called a Free Strike.

Breaking Away is only possible if the first square that a model moves into is not in the front arc of any enemy models. If there is no suitable square to move to, the model cannot Break Away and must remain where it is. A model that Breaks Away may still Move into an enemy's front arc later in that Move.

If the model stays where it is then it may still turn on the spot as its Move, and then Fight or cast a Spell (if allowed) as its Action. **Changing facing will not trigger any Free Strikes.**

To Break Away a model must first survive a Free Strike from its foes. Each enemy model that has the Breaking Away model in its front arc gets to make a separate Free Strike. These are resolved in the order chosen by the player making the Free Strikes.

Resolve all the Free Strikes before moving the miniature. If the Breaking Away model is not destroyed then it may make its Move.

Free Strikes

A Free Strike is a Fight (see Fighting on page 14) with all the normal modifiers. The differences are that:

- ◆ It is not resolved in your own Turn.
- ◆ It is not limited. You may make as many Free Strikes as your opponent offers you.
- ◆ It does not count as your Turn. You may make a Free Strike regardless of whether you have had a Turn that Round or not.

A model gains a Free Strike when a rule specifically mentions it. In addition, each model can make a Free Strike against any enemy model that is placed on the board in his front arc. This could be a Skeleton that was resurrected from a Pile of Bones, a Ghost summoned by the Faithful In Death spell, a Zombie created by the Bleed spell, or any other model created by any other spell or effect.



EXAMPLE FREE STRIKE

For example, if Danor is on his last wound he might want to try to Break Away from a Dwarf Revenant before he gets Crippled. The three squares behind Danor are outside of any enemy's front arc (shown in blue) and so there is space for him to move into. During the Wizard's Turn he declares that he wants to Break Away. Before the model is moved, the Dwarf Revenant gets to make a Free Strike. This is resolved just like a normal Fight action. If the Revenant wounds the Wizard he will be Crippled. If the Wizard avoids any more damage he will be able to Break Away and move as shown.



Fighting

Fighting, but more importantly recognising when you are outmatched, is a core mechanic of the game that will quickly become second nature. Use thorough knowledge of these rules to tip the battle in your favour, by outnumbering your enemies or striking from behind.

If a model starts its Turn with an enemy model in its front arc, or Moves so that this is the case during its Turn, it may Fight.



In the above diagram Orlaf the Barbarian doesn't have an enemy in his front arc. Rordin the Dwarf does, and can fight the Skeleton. If Orlaf were to move to the space next to Rordin (marked X), the Skeleton would also be in his front arc and he could fight it too.

Resolving Fights

When models Fight, each will roll dice. However, only one model (the attacker) can cause damage. The other model (the defender) is simply defending itself.

Other than during a Free Strike (see page 13) or an Interrupt, a model is always the attacker in its own Turn.

Fights are resolved in a series of steps. When you have played a few times you will be able to merge some of these steps together and resolve everything very quickly. While you are learning it is easiest to take the steps one at a time.

STEP 1: ROLL DICE

Both players roll a number of dice equal to that model's Combat Dice value, modified by the following:

- ◆ -1 dice if the model is Injured (see page 18).
- ◆ -1 dice if the model is outnumbered (it is in the front arc of more than one enemy model).
- ◆ -1 for the defender if the attacker is completely within its rear arc.

Note that it is possible for both sides to be outnumbered at the same time, where each model is in the front arc of multiple enemies.

No model may ever roll fewer than 2 dice, regardless of modifiers. See Minimum Values on the opposite page.

Example: Orlaf attacks a Skeleton Warrior. Orlaf normally rolls 5 dice, but he is injured, and so will roll 4 for this attack, and gets 1, 2, 4, 6.

The Skeleton Warrior is not Injured, outnumbered or being attacked from behind and so does not need to modify his roll. He rolls his regular 2 dice and gets 2, 5.



STEP 2: DISCARD FEEBLE ATTACKS

The attacker discards any dice that are less than or equal to the defender's armour. These attacks are too weak to cause any damage.

If this leaves the attacker with no dice, the attack has bounced off and has no further effect.

Example: The Skeleton has an Armour value of 2. Removing the weak attacks that do not beat this value leaves Orlaf with 4 and 6.



MAXIMUM ARMOUR VALUES

No armour is perfect. Regardless of modifiers for spells, items or anything else, Armour values never go above 5. In other words, a 6 will always find a chink in the Armour.

STEP 3: DETERMINE HITS

If the attacker has any dice left, compare them to the defender's dice by matching them into pairs: the highest attacker's dice with the highest defender's dice, the second highest attacker's dice with the second highest defender's dice, and so on.

Each pair in which the attacker's result is higher than the defender's result counts as one Hit against the defender. If the results are equal, or the defender's result is higher, the attack does not score a Hit.

If the attacker has more dice than the defender then each remaining dice that is unopposed also scores a Hit.

Example : Comparing the dice in pairs, the highest dice for the Hero is a 6 against the Skeleton's 5. This is a hit. The second pair pits the Hero's 4 against the Skeleton's 2. This is also a hit. As the Hero's other dice have been discarded this is the maximum number of hits he can get with this attack.



STEP 4: DETERMINE DAMAGE

Models react differently to being Hit. What injures an Elf may be completely ignored by a Troll. See Damage on page 18 to find out the effect.

Example: Looking at the damage table we can see that 2 hits on a Skeleton Warrior reduces it to a pile of bones. Remove the model and replace it with a Pile of Bones counter.



MINIMUM VALUES - 2 DICE, ARMOUR 1

No model can ever roll fewer than two dice. If a model starts with 2 dice, or when it is reduced to 2 dice by modifiers, then any further modifiers reduce the model's Armour value instead of the number of dice thrown.

The Armour value cannot be reduced to less than 1. Once a model has been reduced to 2 dice and 1 Armour then it

cannot get any worse and any extra penalties are ignored.

◆ *For example, an outnumbered Skeleton Warrior that is also being attacked from behind should lose 2 dice, but starts on 2 dice and so the penalty comes off its Armour instead. However, its Armour is only 2 to begin with, and so it is reduced to 1 Armour and the extra penalty is lost. Skeleton Warriors are such poor fighters in the first place that*

they can't get much worse.

- ◆ *If Madriga, the Elf Hero, was in the same position as the Skeleton Warrior in the first example then she would be reduced from 3 dice and 2 Armour to 2 dice and 1 Armour.*
- ◆ *If this happened to Rordin, the Dwarf Hero, his Armour would not change as the modifiers would take him from 4 dice down to 2, which is still allowed.*

Shooting

Models skilled in ranged combat can take advantage of the rules below to devastating effect, picking off their enemies from a distance before they have a chance to fight back, or softening-up larger targets while your allies close them down and finish the job!

Shooting works in a very similar way to Fighting, except that the attacker and defender will not be adjacent.

Models that can make Shoot Actions will have an additional Shooting Dice value on their Hero Card or Overlord Panel.



This is the number of dice rolled when the model attacks at range. Note that this may be different to the number of dice they have for attacking in a Fight, and for defending themselves.

Resolving a Shot

Like Fighting, Shooting is resolved in a number of steps. However before you can make your attack you need to see whether you are capable of hitting your target in the first place by checking Range and Line of Sight.

A model that is in the front arc of an enemy model cannot Shoot.

Range

All Shooting attacks have a range, measured using the range ruler. The Elf Ranger and the Skeleton Archer carry longbows, and therefore all shooting attacks in the Dwarf King's Quest set are made at Long range - the full length of the ruler. Note that some spells (see page 19) are cast at Short range, and that there will be shorter-ranged attacks in future expansions.



Long Range Ruler



Short Range Ruler

Range is measured from any part of the Shooter's square to any part of the target's square. As long as the ruler can reach from base to base, the target is in range. If the target is out of range, it cannot be shot at.



The zombie is within range of Madriga's bow.

Line of Sight

A model can only Shoot things in front of it. When measuring the range, use the straight edge of the range stick to see if there is anything blocking the line of sight between any part of the shooter's base and any part of the target's base. Line of sight is blocked by any square that contains a miniature or a wall (a blank space not taken up by tiles). If the line of sight is blocked, or the target is behind the shooter, then they cannot shoot!



Madriga only has line of sight to Skeleton Warrior to her right. Line of sight to the Zombie is blocked by the bookcase, and she cannot see the Skeleton Warrior behind her.



Once you've established that you are able to Shoot, follow the four-step process below:

STEP 1: ROLL THE DICE

The attacker rolls a number of dice equal to his Shooting Dice value, and the defender rolls a number of dice equal to his Combat Dice value. When Shooting, the following modifiers apply:

- ◆ -1 dice to either model if they are injured
- ◆ -1 for the defender if the shooter is completely within its rear arc
- ◆ -1 for the shooter if the line of sight crosses a piece of furniture that is not adjacent to the shooter.

No model may ever roll fewer than 2 dice, regardless of modifiers. See Minimum Values on page 15.

STEP 2: DISCARD FEEBLE ATTACKS

The attacker discards any dice that are less than or equal to the defender's armour. These attacks are too weak to cause any damage.

If this leaves the attacker with no dice, the attack has bounced off and has no further effect.

STEP 3: DETERMINE HITS

If the attacker has any dice left, compare them to the defender's dice by matching them into pairs: the highest attacker's dice with the highest defender's dice, the second highest attacker's dice with the second highest defender's dice, and so on.

Each pair in which the attacker's result is higher than the defender's result counts as one Hit against the defender. If the results are equal, or the defenders' result is higher, the attack does not score a Hit.

If the attacker has more dice than the defender then each remaining dice that is unopposed also scores a Hit.

STEP 4: DETERMINE DAMAGE

Models react differently to being Hit. What injures an Elf may be completely ignored by a Troll. Compare the number of Hits scored to the defender's model type on the damage table to find out the effect.



Damage

Fighting through a dungeon of monsters is a true test of physical endurance. The hardest members of the party can fight on having suffered many wounds his companions would have found fatal. Likewise, the dungeon dwellers take varying amounts of violence to dispose of.

Minion Damage

Models suffer damage in different ways. Check the damage table on the Necromancer Overlord Panel to see the effect of taking Hits.

Skeletons for example can ignore the first hit that they take - it is assumed that the attack has passed harmlessly through where their flesh used to be. A second hit on a skeleton will be enough to break the magic holding them together, and they will fall apart. A third hit represents an attack so powerful that the skeleton is smashed into dust and removed entirely.



Hero and Boss Damage

Heroes and Bosses only suffer 1 wound per attack, regardless of how many times they are Hit.

Wounds on Heroes are cumulative. Heroes keep track of wounds they have suffered using the wound counters provided. Starting from the left of the Hero card, place a counter on the first space on the wound track.



As explained earlier, being Injured can modify the number of dice you roll during certain actions. Being Wounded, however, never modifies what you roll.



In the above example, Rordin and Madriga have both taken 2 wounds. Madriga only has red uncovered wound spaces remaining, so counts as Injured. Rordin has red and white uncovered wound spaces so is not Injured.

CRIPPLING A HERO

A Hero or Boss can take 4 wounds and still fight on. However, if they take a fifth wound then they are Crippled and they cannot continue. In most adventures the Heroes lose if one of them is Crippled.



Injured

Heroes taking damage eventually become Injured, reducing their capabilities. The number of wounds it takes to Injure a Hero varies. A Hero is Injured if all the remaining uncovered wound spaces on their Hero card are red.

Injured models roll one less dice in a Fight. See page 14.

Unless otherwise specified, non-Hero models are never Injured.

Magic

Magic is the most complex of the fighting styles, and the most flexible. Use a sound understanding of the Spellcasting rules to add real strategic depth to combat, and potentially turn the tide when conventional methods just aren't cutting it.

Models capable of casting Spells are called *Spellcasters*, and this will be listed on their Hero card or Necromancer Reference Sheet. Only models listed as *Spellcasters* may use Spells. The term *Spellcaster* applies to all manner of different forms of magician, sorcerer, shaman, priest, necromancer, prestidigitator, paladin, and so on, as well as certain creatures that are naturally magical.

The Spells available to a character will be listed in each adventure, and that character should be given the appropriate Spell card(s) before the game begins. Each card will explain the effects of that particular Spell, and some may have an additional counter to show that they are in effect. Sometimes this is an automatic effect, other times it may require a dice roll like a regular attack. See the Spell cards for details.

There are two types of spell: Major and Minor.

As his Action within a Turn, instead of Fighting or Shooting, a *Spellcaster* can cast either 1 Major or up to 2 different Minor Spells.

Recharging

Spells need to recharge between uses, and will be unavailable to use again straight away. The easiest way to remember is to rotate the card anti-clockwise when you use it. Minor spells rotate 90° when cast (and so will recharge every turn), and major spells rotate 180° (and will

therefore recharge every other turn). At the end of each Round (including the one in which they were used) turn them 90° clockwise. Once you're familiar with this process it's easy to keep track of what's recharging and what's available.

EXAMPLE RECHARGE

Danor casts Burn. This is a major spell.



The card is rotated 180° after casting.



At the end of the round it was cast in, the card is rotated 90°.



At the end of the following Round, it is rotated another 90°, and is now ready to be cast in the following Round.

Range

Spells have a range like Shooting, and some require line of sight. The range can be:

- ◆ Long
- ◆ Short
- ◆ Adjacent – the target must be adjacent to the *Spellcaster* as shown in the diagram on page 12
- ◆ Caster – the *Spellcaster* can only target himself with that Spell

Note: The *Spellcaster* may also target himself with Long, Short or Adjacent ranged spells.

Line of Sight

Spells with this symbol:



require line of sight, and will follow the same rules as Shooting (see page 16).

Those with this symbol:



do not need to fulfil this criteria, and therefore can be cast at targets behind the *Spellcaster*, through walls, round corners, past other models, and so on.

Whether they require line of sight or not, Spells always need to be in range.

Magical Attacks

Offensive Spells use a form of attack called a Magical Attack.

- ◆ Magical Attacks require the players to roll for an attacker and defender just like Shooting or Fighting. The Spell itself will list the number of attack dice to use, and the defender's Combat Dice and Armour values are used as normal.
- ◆ Magical attacks are never modified by any standard modifiers. However some game effects or magical items may affect the roll, such as Energy Crystals.
- ◆ Unless otherwise specified, if a Spell effects more than one target at a time, roll the attack dice separately for each defender.

EXAMPLE SPELL CARD



- Line of Sight icon
- Range, Major/Minor School of Magic
- Spell name
- School of Magic icon
- Spell effect
- Line of Sight explanation
- Recharging explanation
- Experience Level (not used in this game)

Items

Dungeon Saga is set in a world of fantastical beasts and strange magic. Magical energies can be bound into items such as weapons and armour, potions and amulets. Some magical items are granted to heroes for completing a certain quest, while others are found by searching the dungeon's depths.

Each item is represented by its own card, explaining any special rules or restrictions that apply to the user.



Using Items

Only Heroes and Bosses can use items (including drinking potions). Most items have effects that apply at all times. For example, the Spidersilk Armour increases Madriga's Armour value by 1 while she is wearing it – this is in effect for the entire game and Madriga does not have to do anything to make it work.

Other items must be triggered by their owner to be used, and these will have the ⚙️ symbol on their card. Some items are triggered automatically in response to an attack or other game effect, in which case it will be detailed on the card. Otherwise, items can be used at any point during the turn of the Hero or Boss carrying them, and this does not count as the model's Move or Action for the Turn.

ONE USE ITEMS

An item that has the One Use keyword on its card can only be used once, and the card is then discarded. All other items can be used repeatedly.

Trading Items

During a game, Paraphernalia (items denoted with a ⬠ symbol on their card) can be traded between Heroes. Other types of magical item must remain on the Hero they began that adventure with.

A Hero that moves adjacent to another Hero during his Turn can give, receive or swap eligible items with that Hero. Both Hero players must agree to the trade.

Note that this can be done in the middle of a Heroes movement, and does not count as performing an action.



Dungeon Furniture

Dungeons are often littered with the remains of earlier occupants, and this includes many items of furniture. There are also doors and treasure chests that may be still in use. Collectively this is known as furniture.

Most furniture simply blocks the way for Movement. Each piece occupies one or more squares based on its size, and no model may Move into those squares.

Bookcases also block Shooting and Magical attacks that require line of sight (see page 16). Line of sight can be drawn as normal over any other piece of furniture. However, if the Shooter is not adjacent to the piece of furniture they will suffer a -1 modifier to their attack dice on top of any others. Magical attacks are unmodified as normal.

Doors and Chests

Doors and Treasure Chests always start an adventure locked. Doors occupy one or two squares depending on their size, and treasure chests occupy a single square. Each will have a counter placed next to it to show what kind of lock it has, as detailed in the Quest Book.

Doors and chests may only be opened by the Heroes unless a special rule says otherwise.

Locks

There are two types of lock in Dungeon Saga – mundane locks and magical locks (known as Wards).

MUNDANE LOCKS

With no key and no time, Mundane locks must be smashed open. To do so, a Hero must

Fight it, following the Fight rules as if it were an enemy. The Overlord should consult the lock counter for Combat Dice and Armour values. A single hit will smash the lock open.

Note: Mundane locks cannot be smashed by Shooting or Magical Attacks.

Note: Doors, treasure chests and other furniture do not make Free Strikes, attack other models or count towards outnumbering.

They do however count as models for the purposes of abilities or Feats such as Orlaf's Whirlwind.

WARDS

Wards cannot be forced by strength alone. The more powerful the enchantment, as shown on the ward counter, the longer it will take to break. Certain Spells reduce the power of a ward and this will be noted on the Spell card. When a ward is reduced to zero, the door or chest it is protecting has been successfully unlocked.

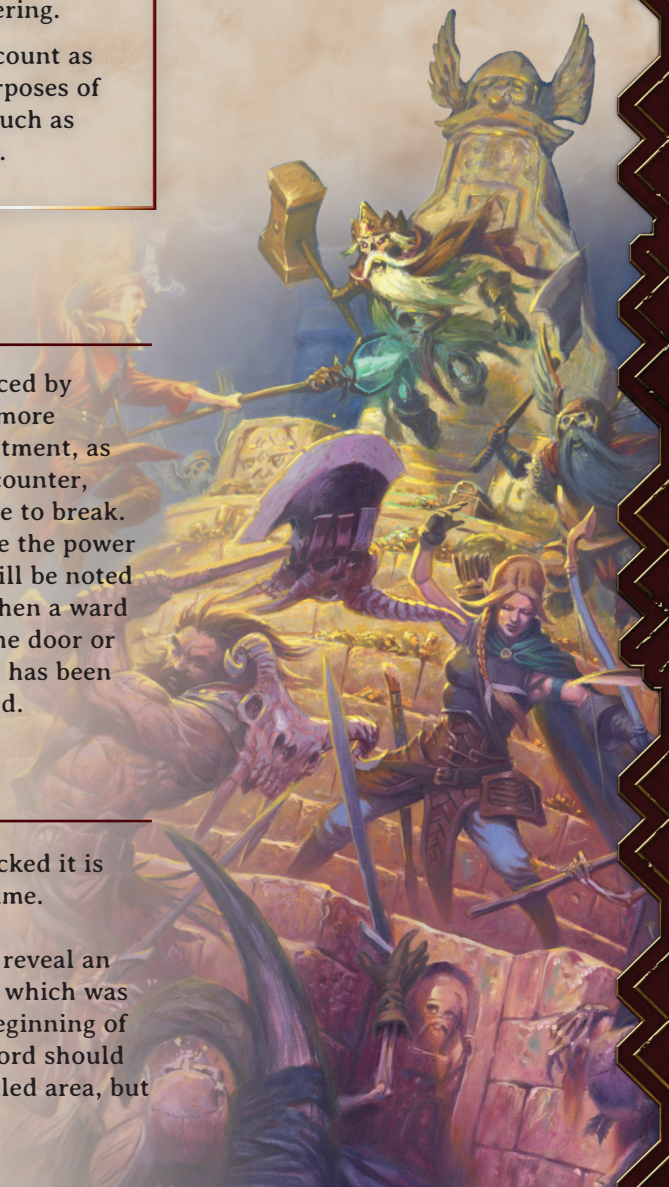
Open Sesame

When a door is unlocked it is removed from the game.

Opening a door may reveal an area of the Dungeon which was not laid out at the beginning of the game. The Overlord should now set up the revealed area, but

only as far as the next locked door(s).

When a treasure chest is unlocked the Hero that unlocked it immediately takes any item(s) that were inside, as detailed in the Quest Book. Place the appropriate item card(s) next to his Hero card as a reminder. Remove the lid from the chest model to remind you that it has been opened.



Larger Creatures

Most models have a base that occupies a single square. However, a few of the larger creatures such as Trolls have bases that cover four squares (2x2), and in the future we may see creatures on even larger bases!

Models that cover four squares (2x2) are called Large models.

Arcs

Large models follow the same principle as single square models: they have a front and a rear arc. The difference is that their arcs consist of more squares than regular figures.



The 4 squares behind the model (shown in red) form its rear arc. The remaining 8 (shown in blue) are its front arc.

Note that this means that a Large model can be in an enemy's front and rear arcs at the same time. The Large model will only get the bonus for attacking from behind if it is fully within its enemy's rear arc.

Movement

Large creatures are less nimble than smaller models. They may only move straight forward, diagonally forward, or straight backward.



Large creature moving straight forward, for one point of movement.



Large creature moving diagonally forward, for one point of movement.



Large creature moving straight backward, for one point of movement.

To change facing while moving, large models must sacrifice a point of movement for each quarter turn (90°) they wish to make.

Move the model a single square at a time - ensuring that for the entirety of the movement the whole of the model's base remains on the dungeon tiles, and on squares permitted by the normal rules of movement for single-square models (page 12).

Fighting

Large models always count as outnumbering single square models even if they are the only model in contact, and even if they are in contact with multiple enemy models. In this case they will also be outnumbered themselves.



Continue the adventures in Mantica

KINGS OF WAR



Dwarfs



Goblins



Undead



Abyssal Dwarfs



Orcs



Basileans



Elves



Ogres



Forces of Nature



SET UP SUMMARY

After choosing an adventure....

- ◆ **DUNGEON SET-UP:** Lay out the dungeon, up to the first locked door
- ◆ **HERO SET-UP:** Hero players choose Heroes, taking any necessary cards
- ◆ **OVERLORD SET-UP:** Overlord player creates his Command deck
- ◆ **SHARE VICTORY CONDITIONS:** Make sure all players are familiar with how to win
- ◆ **SET THE SCENE:** Read the story text aloud, and you are ready to play!

ROUND SUMMARY

HERO TURN


- ◆ Each Hero can:

- ◆ Move, and/or
- ◆ Perform Action

Or:

- ◆ Use Heroic Feat

OVERLORD TURN

- ◆ Give Commands, as detailed in the adventure: 

Each adventure lists the number allowed per Turn. A Command consists of:

- ◆ Move, and/or
- ◆ Perform Action

Or:

- ◆ Cast Raise Dead

- ◆ Play up to 1 Overlord Command Card

END OF ROUND

- ◆ Rotate all Spell cards 90° clockwise
- ◆ Check for any “end of round” abilities such as Tough and carry out the effects
- ◆ The Overlord draws a Command card, if available

MOVEMENT

- ◆ A model **can** move a number of squares up to its Movement value, one square at a time
- ◆ A model **can** enter and end its Movement on a square containing a Pile of Bones counter
- ◆ A model must **immediately** end its Movement if it enters the front arc of an enemy model
- ◆ A model **cannot** Move directly from a square in the front arc of an enemy model to another square in the front arc of the same or any other enemy model
- ◆ A model **can** change its facing freely as it moves
- ◆ A model **can** Move diagonally as long as movement to one of the squares on either side of the diagonal would normally be allowed
- ◆ A model **cannot** enter a square containing another model or a piece of furniture
- ◆ A model **can** only move out of a square in an enemy's front arc by Breaking Away (see page 13)

FIGHTING

- ◆ **ROLL DICE** – after applying modifiers
- ◆ **DISCARD FEEBLE ATTACKS** – dice results less than defender's armour value
- ◆ **DETERMINE HITS** – by comparing paired dice, high to low
- ◆ **DETERMINE DAMAGE** – consulting the damage table if necessary

SHOOTING

- ◆ **CHECK RANGE** – using range ruler
- ◆ **CHECK LINE OF SIGHT** – it is blocked by models and walls

Then follow the rules for Fighting, beginning with ‘Roll Dice’

MODIFIERS

- ◆ -1 dice if the model is injured
 - ◆ -1 dice if the model is outnumbered
 - ◆ -1 dice if you are attacking the model from its rear arc
- For shooting only:
- ◆ -1 dice if there is furniture in line of sight that is not adjacent to the shooter

SPELL CASTING

- ◆ **CHECK RANGE** – listed on spell card
- ◆ **CHECK LINE OF SIGHT** – only if required by ‘Sight’ spell type
- ◆ **APPLY SPELL EFFECT** – as detailed on spell card
- ◆ **TURN SPELL CARD** to show it has been used (90° for Minor, 180° for Major)