



SUPERQUICKSTART RULES

BEGINNER GAME

EACH PLAYER'S STARTING HAND BEGINS WITH THE FOLLOWING RANDOMLY DRAWN CARDS:

- 1 NECROMANCER
- 1 NECROMONK STARTER
- 2 BRIBE
- 1 CONSTRUCT
- 1 SUMMON

(DISCARD ANY EVENTS AND REDRAW)

PLAYERS ALSO START WITH THE FOLLOWING:

- 3 TOTAL OF ANY RESOURCES. (METALS, GORE, SHADOWFLAME)



- 1 LAIR
- 1 GRAND HALL
- 1 THRONEROOM
- 1 TUNNEL
- 1 SET OF SQUAD CONTROL CARDS AND MARKERS.

PLACE NECROMANCER CARD ON 'N' SQUAD CARD.
 PLACE 'N' SQUAD MARKER IN NECROMANCER'S LAIR DIRECTLY UPON THE CHTHONIC CRYSTAL.
 BEGIN GAME WITH NECROMANCER CARD ACTIVATED. ALL OTHERS MUST BE INVOKED.

SEQUENCE OF A PLAYER TURN:

1. COMBAT WITH ANY ADJACENT ENEMY SQUADS/CREATURES IF NECESSARY.
2. CONJURATION: DRAW 1 CARD FROM ANY OF THE 4 CONJURATION DECKS. KEEP CARD IN HAND OR SELECT NUMBER OF RESOURCES OF ONE TYPE FROM THE COST OF CARD AND DISCARD. (IF EVENT, SET TO SIDE AND REDRAW).
3. ALL **SQUAD ACTIONS**
4. PLAY ANY EVENTS DRAWN FROM EXCAVATION OR CONJURATION DECKS.

SQUAD ACTIONS: INVOCATION. COMBAT. EXCAVATION. HIRING/SUBDUING. SPELLCASTING. ALL SQUADS MAY TAKE ONE ACTION EACH TURN.

INVOCATION:

NECROMANCER CAN BRING INTO PLAY CARDS FROM HAND. MUST PAY FOR THEM WITH RESOURCES. NEW CREATURES, ITEMS, SPELLS GO TO NECROMANCER OR CREATURES MAY START A NEW SQUAD (PLACE NEW MARKER ADJACENT TO NECROMANCER MARKER).

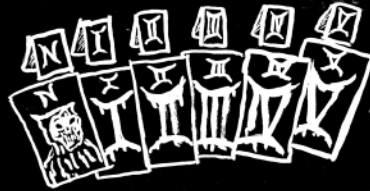
COMBAT -WHENEVER ENEMIES ADJACENT:

ANY CREATURE/SQUADS CAN PERFORM COMBAT. DECIDED BY A BEST 2 OUT OF 3 FIGHTS. APPLY COMBAT ABILITIES WHEN NEEDED. ATTACKER CHOSSES ATTRIBUTE FOR FIRST FIGHT. BOTH PLAYERS ROLL **D12** AND ADD TO CHOSEN ATTRIBUTE (COMBINE ATTRIBUTE OF ALL CREATURES IN A SQUAD). HIGHEST SCORE WINS, REROLL ON TIES. DEFENDER CHOSSES SECOND FIGHT ATTRIBUTE (MUST BE ADJACENT ON ATTRIBUTE HEX TO THE FIRST CHOSEN ATTRIBUTE). D12 ROLL ADDED AGAIN. IF BOTH PLAYERS WIN ONE, DECIDING FIGHT PLAYED WITH REMAINING ADJACENT ATTRIBUTE ON HEX. LOSING SQUAD IS KILLED AND CARDS GO TO VICTOR AS KILLPOINTS. COMBAT ENDS ALL ACTIONS FOR A SQUAD THAT TURN.

UNFOLD HEX MAP. EXCEPT FOR PIT ROOM, MAP REPRESENTS UNTRAVERSABLE UNEXPLORED/ UNEXCAVATED AREAS.

DO NOT LET PLAYER WHO IS PERMANANTLY

SPAWN EACH PIT BEFORE GAME BEGINS. SEE SPAWNAGRAM ON PLAYER AID.



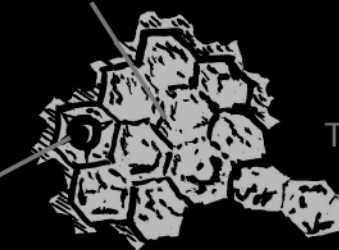
SQUAD CONTROL CARDS/ MARKER SET

PLAYERS CHOOSE COLOR AND PLACE SET TO SIDE OF MAP. PLACE INVOKED CARDS FROM HAND FACE UP ONTO SQUAD CONTROL CARD. NUMBERED MARKER REFERS TO CREATURES LOCATION ON THE BOARD

EXAMPLE 4 PLAYER SET

EACH PLAYER PLACES THEIR OWN TILES. REFER TO PG 8 IN RULES OF WAR FOR 2 & 3 PLAYER GAMES.

LAIR



CHTHONIC CRYSTAL

FOLLOW HEX MAP GRID WHEN PLACING TILES

DEFEND THY CHTHONIC CRYSTAL!
 ANY CREATURE WHO ATTACKS A CRYSTAL WILL COMBAT CRYSTAL'S NECROMANCER WHEREVER NECROMANCER IS ON THE BOARD WITHOUT AID OF ANY CREATURES, ITEMS, SPELLS OR ABILITIES.



ITEMS/ RESOURCES MAY BE PASSED AMONGST ADJACENT SQUADS AT ANY TIME DURING TURN. SPELLS ARE CONSIDERED ITEMS. SPELLCASTING MAY BE PERFORMED DURING COMBAT.



MOVEMENT MAY BE PERFORMED ANYTIME DURING SQUAD ACTIONS AT RATE OF SPEED OF CREATURE IN SQUAD. 1 HEX ON GRID = 1 TILE ON CAVE TILE.

ADJACENT ENEMY SQUADS MUST PERFORM COMBAT



SQUAD CAPACITY:

- 1 LARGE OR
 - 1 MEDIUM AND 1 SMALL OR
 - 3 SMALL TOTAL.
- TRINKET SIZE CREATURES EXCLUDED.



EXCAVATION BY CREATURE

DECLARE EXCAVATION. DRAW EXCAVATION CARD PLACE FACE UP ON SQUAD CARDS. NUMBER OF EXCAVATION CARDS EACH SUBSEQUENT TURN OF ROCK = TO BE EXCAVATED WHEN ALL ARE EXCAVATED. NORMAL EXCAVATION IGNORE TEXT. (SQUAD PLACE TILE ON ADJACENT TO EXCAVATION COLLAPSE RETURN AREA, USE TILES

SLAIN CREATURES LEAVE GORE ON GAME BOARD:

- 1 FOR SMALL
- 2 FOR MEDIUM
- 3 FOR LARGE

THESE ARE NOT TOURNAMENT STANDARD OR EVEN BASIC RULES. IN

YOUR NECROMANCER BE DESTROYED:
 THOSE NECROMANCER DIES
 GETS OUT OF THE GAME.

PLAYER WINS IF:
 ONLY SURVIVING NECROMANCER.
 OR
 FULFILLS AWAKENED ENDGAME REQUIREMENTS.
 IT IS POSSIBLE ALL PLAYERS WILL LOSE!

PLACE CONJURATION DECKS
 IN THIS ORDER:



UP:

DIE ROLL DETERMINES
 STARTING PLAYER.

PLACE TILES IN ORDER.
 LAIRS/ GRAND HALLS FIRST.
 LAST PLAYER STARTS THRONEROOM/
 TUNNEL PLACEMENT.

PLACE EXCAVATION DECK
 NEAR BOARD.

SHUFFLE ALL DECKS WELL!

RESCOURCES AND MISC. MARKERS
 SET TO SIDE OF BOARD.

WANDERING CREATURES,
 ITEMS ETC ON BOARD USE
 LETTER MARKERS.

THERE IS NO LIMIT TO NUMBER
 OF CARDS IN HAND

THRONEROOM

BRIBE

SUMMON

CONSTRUCT

TUNNEL

PIT ROOM

LES

SPAWN PIT

TIME
 LOWEST
 1 SPACE

GRAND HALL

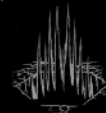
FROZEN MOLTEN CORRUPTED
 STEEL CANNOT BE EXCAVATED.

STRE/SUBDUE:

WANDERING MONSTERS
 MAY BE HIRED INTO
 SQUAD CONTROL FOR
 COST ON CARD. MUST PAY
 DIRECTLY. (MUST HAVE OPEN
 SQUAD).

MAY BE SUBDUED INTO
 SQUAD CONTROL THROUGH
 COMBAT. PLAYER VICTORY
 = A SUCCESSFUL SUBDUE.
 (MUST HAVE OPEN SQUAD).
 DEFEAT = DEATH OF SQUAD
 AS PER COMBAT

ENDGAME AWAKENING:



USE ONLY D.E.B. OR P.I.S. ENDGAME
 AWAKENING CARD FOR BEGINNER GAME,
 RANDOMLY CHOOSE ONE AND PLACE FACE
 DOWN TO SIDE (DO NOT LOOK AT CARD).

EACH CYCLE (ALL PLAYER TURNS) AND
 EACH TIME A CREATURE IS INVOKED
 ADVANCE THE BLOOD EYE BAUBLE ON
 THE AWAKENING TRACK.

FLIP ENDGAME CARD AT HALFWAY MARK.

ACTIVATE ENDGAME AS PER CARD
 WHEN FULL CIRCUIT IS MADE. (SEE
 ENDGAME SCENARIOS IN RULES OF WAR).

ALL PLAYERS DIE IF BLOOD EYE
 RETURNS TO REVEAL ICON ON TRACK.

GO INTO UNEXPLORED AREAS
 WITH EXCAVATION SKILL:

EXCAVATION / COLLAPSE.
 ON CARD, WITHOUT LOOKING AT
 FACE DOWN OVER EXCAVATING
 PLACE 3 ROCK MARKERS ON TOP
 CARD.

NEXT TURN TAKE OFF NUMBER
 EXCAVATION SPEED TOTAL.
 REMOVED FLIP CARD.
 TION SPAWN.

(SEE PG 26 RULES OF WAR)
 ANY UNDIG/ UNEXPLORED AREAS
 EXCAVATING SQUAD.
 URNS AREA TO UNTRAVERSABLE
 S BUT FLIPPED TO REVERSE SIDE.

PLACE NEW
 TILE ADJACENT
 EXCAVATOR.



MAY CONNECT/
 OVERLAY EXISTING
 TUNNELS. MAY NOT
 OVERLAY PITS.

INTENDED FOR BEGINNER GAME OR QUICK UNDERSTANDING OF GAMEPLAY.



