

DOWN AMONG THE DEAD

Down Among The Dead is a two player game where one player represent the adventurers, and the other player the monsters.

THE COUNTERS

There are three type of counters: character counters, item counters, and Event counters.

Character counters represent individuals that the player may move, fight, or use items during the game. On the right side are numbers/symbols that represent **maximum movement, combat bonus** and **hit points**. **1 blood drop = 1 hit point**. If a character does not have a hit point/blood symbol that mean any hit (wound) will kill it. On the left side above the letter may be a number, this is the **arcane ability rank** and below it is a **letter indicating character type**.

LETTERS	TYPE	LETTERS	TYPE
P	Paladin	Sc	Scout
Kn	Knight	V	Vampire Master
W	Warrior	D	Minor Demon
Mo	Monk	Vt	Vampire Thrall
Ma	Man-At-Arms	Su	Summoner
M	Mage	Wo	Werewolf
A	Assassin		

Item counters are equipment that the characters may carry and which can affect movement, combat, and status of the characters. Items are one time use and are removed from the character's inventory when used. For spells, see mage special ability.

Effects counters modify character counter's stats or abilities.

OUTLINE OF PLAY

SPAWN PHASE

1.0 The monster player may summon a minor demon (see minor demon spawning rule) or he may roll a **1d6** for each spawning square to determine what kind of creature will spawn. Place creature counter on the spawn square (if any). Repeat for each empty spawn square that is not destroyed.

INTIATIVE PHASE

2.0 Each player rolls a **1d6** to determine who goes first for every turn. Highest die roll wins. In case of tie re-roll. In each phase, players alternate doing all their activities with the player who won the initiative roll going first.

ITEM PHASE

3.0 Players may use items that the character counters have on themselves, or on other friendly counters that are adjacent to it. All used items immediately take effect.

3.1 Character counters may pass items between themselves by being adjacent to one another.

3.2 A character may retrieve items from a dead character by being next to the dead character. He must follow the item limitation. **See item section**.

MOVEMENT PHASE

4.0 Players may move any of their counters up to the maximum movement points unless modified by an effect or rule. Counters must move in a straight line. It cannot move diagonally (**Exception** see 5.4 "Advance After Combat"), and at any time may change direction. It may not move through walls.

4.1 The break away rule. If a counter begins movement with an unfriendly counter in the adjacent square, the moving player must roll a **1d6**. On **4, 5, or 6**, he succeeds in breaking contact and may move to the next square. On a **1, 2, or 3**, he fails and must stay (the enemy is hindering movement).

4.2 A player may move into an unoccupied square adjacent to an unfriendly counter with no penalty. However, if he is moving **from** a square that is adjacent to an unfriendly counter then he must

apply **rule 4.1** for every square that is adjacent to an unfriendly counter he is moving **from**.

4.3 Walls block hindering effects between a friendly and unfriendly counter **rule 4.1** is ignored (if no other enemy counter can legally hinder that counter)..

4.4 Players only has to roll once to move from a square that is adjacent to an enemy counter even if there are multiple enemy counters next to that same square (**multiple units do not mean you have to roll multiple times to move from that square**).

Note: The break away rule does not apply to counters **moving into** the square, it is applied because it is **moving from** that square.

Also: Counters have no facing so turning the counter to move either left or right is not necessary.

IMPORTANT: For movement and combat purpose adjacent means all 8 surrounding floor squares not including walls.

COMBAT PHASE

5.0 Characters may do one action (per counter): activate an ability, or attack an enemy counter.

Note: There are two types abilities: **activated** and **reaction**. Reaction are tied to the die roll result or a particular situation and automatically happen and may happen at any phase.

5.1 Character counter must be in the square that is next to the target counter to perform an attack.

5.2 Both player roll a 1d6 and add any combat bonus and effects to the their die roll. The highest result wins. The losing player puts a wound counter on his character counter.

5.3 A counter may be attack by different counters. A counter may only attack once but it may defend many times. Re-roll ties. If the number of wound counters exceed the number of hit points then do one of the following:

Adventurer: Put a dead counter on it. **Do not remove the character** unless this is his second death.

Creature: The counter is remove from the map. It may come back during the spawn phase as a new creature.

5.4 Advance After Combat.

If the opposing counter is completely removed from the map during the combat phase then the opposing counter that won the combat round may move into the square ignoring **rule 4.0 and 4.1** only for this purpose.

Note: if the same counter wins multiple combat with different counters then he may advance into those squares (also ignoring rule 4.1).

EFFECTS REMOVAL PHASE

6.0 Remove all (temporary) item effects and other temporary effects.

FLOOR SQUARES

Floor squares can only have one character counter on it regardless if both counters are owned by the same side. A counter may pass through friendly occupied floor squares for movement purpose, but it cannot stop there.

Spawning Squares are where the monster player's counters appear. It becomes an ordinary square when one of the adventurer counter occupies or pass through the square. Place a destroyed counter on the floor square. Treat it as an ordinary floor square.

IMPORTANT: If occupied by another creature then nothing spawns there.

DIE ROLL	SPAWN SQUARE CREATURE APPERANCE
1	ZOMBIE
2	NONE
3	MINION
4	NONE
5	ZOMBIE

DIE ROLL	SPAWN SQUARE CREATURE APPEARANCE
6	VAMPIRE THRALL

IMPORTANT: Maximum number of demons in play cannot exceed 1 counter and vampire thralls cannot exceed 4 counters if limit is reached then re-roll. The number of minions and zombies cannot exceed the counter mix if max is reached treat it as none (if this is reached then the adventurers do not have a prayer of surviving anyway).

THE MINOR DEMON SPAWNING

Rather than a random spawn, the minor demon counter may be put in any one of the spawning square by sacrificing a certain amount of monster counters by just removing them from play. Consult table below:

SPAWNING SQUARE	SACRIFICE (REMOVE)
1 Demon counter	3 Vampire thralls
1 Demon counter	2 Vampire thralls+ 3 minion/zombie
1 Demon counter	6 minion/zombie

Important: the monster player must decide first if he wants to summon the demon before doing the random spawning on any of the squares. Only 1 minor demon can be in play at any time.

ITEMS (potions, scrolls, and spells)

A character may "carry" a maximum of three items (spells, scrolls, and potion). Some items have immediate effect when used. If an item is used, immediately removed it from the character's inventory unless another rule says otherwise. An item is considered in a character's inventory if it is placed underneath the character counter.

ITEM	WHEN TO USE	EFFECT	WHEN USED
HEAL POTION (permanent effect)	Item phase	Remove 1 wound	Remove counter
STR¹ POTION (temporary effect)	Item phase	Add to the combat bonus until end of turn	Remove counter
SPELLS (see mage abilities)	Combat phase	See spell effect under mage special ability	Counter is not removed
RESS² SCROLL (permanent effect)	Item phase	Remove the dead counter/marker from friendly counter	Remove counter

Legend: 1 Strength, 2 Resurrection.

EFFECT / EVENT COUNTER

They are used to denote the status of the characters. There may be more than one effect counter on the character. All effects add up. Place an effect counter on top of the character to signify that the effect is active on the counter.

DEAD COUNTERS: Experiencing Death (Adventurers only)

When the number of wounds exceed the number of allowable hit points then the character is dead. Immediately place a dead counter on top of the character. It may not participate in any phases until it is resurrected. If the same counter dies again, remove it from play. All items on the dead character remains in place. Any counter may pass through the dead counter (even enemy counters) with no hindrance, but may not stop there.

RESURRECTED COUNTERS: 2nd Chance (Adventurer only)

Any character counter may perform a resurrection with the following conditions: It must be performed during the item phase; it must have a resurrect scroll; and must be adjacent to the dead character. Immediately place a resurrected counter on the character. If the character counter dies the second time, remove the character counter from the game.

MIND CONTROL AND BANISH COUNTERS

See character counter special ability.

DESTROYED COUNTERS

See spawning square in the floor square section.

RANGE AND LINE OF SIGHT

Determining Range

Do not include the character's square but include the target's square. You may count diagonally unless a rule says otherwise.

Determining Line of Sight

Trace a straight line from the center of the character's square to the center of the target's square. Use a ruler or an edge of a piece of paper for the straight line.

CHARACTER COUNTER SPECIAL ABILITY

Some characters have abilities that will reflect what they are. Some are **activated abilities** while others are **reaction abilities**. Reaction abilities automatically happens when certain conditions are fulfilled.

IMPORTANT: Activating abilities count as an action during the combat phase. Player must satisfy the combat phase rule of only one action.

THE VAMPIRE MASTER SPECIAL ABILITY (Activated)

The vampire master has one special ability: **Mind control an adventurer**. This ability can be used on any counter excepted for the paladin and monk counter. The vampire may attempt to mind control the opposing player's character during the **combat phase**. He must be within range of 2 square of the target counter. He may only attempt one mind control throughout the entire game, and the result is immediately applied. Walls do not hinder the mind control ability.

EFFECTS OF MIND CONTROL (Roll a 1d6, compare below)

DIE ROLL	MIND CONTROL RESULT
1-4	Failed: no effect.
5-6	Highly successful! The character now belongs to you.

Put a mind control counter on the character. The creature player now controls the counter as stated. The controlled counter may not use any of his abilities. If the counter dies treat it as a normal death see rule 5.3 and remove mind control counter unless it's the character's second death then remove counter.

THE SUMMONER SPECIAL ABILITY (Activated)

The summoner has one special ability: **Summon an elemental**. During the combat phase, rather than attacking, he may summon an elemental. A successful summon brings into being an elemental that is placed in any unoccupied adjacent square to the summoner. Once he is successful, he may not summon again, only on an unsuccessful roll that he may summon in the next combat phase. Roll a 1d6 and compare result with the table:

DIE ROLL	SUMMONED ELEMENTAL
1	None.
2	Air elemental.
3	None.
4	Water elemental.
5	None.
6	Fire elemental.

THE WEREWOLF SPECIAL ABILITY (Reaction)

The werewolf special ability: **Enrage**. The werewolf's combat bonus is increased by one for every wound it takes. The effects is immediately in effect when he is wounded. The closer he is to dying the stronger he gets.

THE PALADIN SPECIAL ABILITY (Activated)

The paladin has the special ability: **Banish a vampire thrall, elemental or a minor demon counter**. This special ability may only be used during the **combat phase** once per turn. He must be within two squares of the target counter. Walls do not hinder

banish. Effects are immediately applied.

EFFECTS OF BANISH (roll a 1d6 and compare with the table)

DIE ROLL	BANISH RESULT
ODD	Failed: Your faith was not strong enough no effect!
EVEN	Remove creature counter.

THE WARRIOR SPECIAL ABILITY (Activated)

The warrior has one special ability: **Berserker rage**. On a die roll of a natural **4, 5, or 6** (without adding the counter's combat bonus or other modifiers) he may after this combat round attack any adjacent enemy units (even if he is the defender). This may only be done once per combat phase (so in theory he may be able to conduct two combat "attacks"). A second natural 6 has no effect. If there are no adjacent enemy counters then his ability is wasted.

Note: This is not exception to the **rule 5.0** of the combat phase because the counter's ability is to be able to do "2 attacks".

THE KNIGHT SPECIAL ABILITY (Reaction)

The knight has one special ability: **Expert fighter**. Any time the knight counter rolls a natural **1, 2, or 3** (without the modifiers) during the combat phase he may re-roll. He may only do this once per combat phase per turn.

THE MAN-AT-ARMS SPECIAL ABILITY (Reaction)

The man-at-arms has one special ability: **Experience fighter**. Enemy counters may not use their combat bonus with their combat die roll. This may only be use against one enemy counter per combat phase per turn.

Note: This may be use regardless if he is the attacker or the defender.

THE ASSASSIN SPECIAL ABILITY (Activated)

The assassin has one special ability: **Thrown daggers**. He may attack any enemy within 4 squares. He can only do this during the combat phase, can not do any other attack (he may defend himself), no enemy counter or walls blocking his line of sight. He may throw through one friendly counter. A second friendly counter will block this ability. He may use this ability on all counters.

This is treated like an ordinary attack with the following exception: no damage is done to the assassin if the enemy wins the die roll and both counters may not use advance after combat rule.

THE MONK SPECIAL ABILITY (Activated)

The monk has one special ability: **Divine fire**. The monk may do a spell that causes 1 wound to all enemy counter that is within 2 square of him. Minion counters are not affected by this ability. This may only be done twice in a game. Walls block this effect.

THE SCOUT SPECIAL ABILITY (Reaction)

The scout counter has one special ability: **Avoid enemy hindrance**. Rather than observing the standard breakaway die roll result (**rule 4.1**) on a **3, 4, 5 or 6** he may continue to move. If he rolls a 1, or 2 he can not move any farther.

Note: This is used during the movement phase.

THE MAGE SPECIAL ABILITY (Activated)

The mage has one special ability: **arcane magic**. The mage is the only counter that can carry a spell counter. This does count toward the item limit per character, but does not count towards the party limitation of 10 items. Using a specific spell, he may do a range attack of a max distance of up to 5 square. Friendly and enemy counters do not block line of sight, only walls can. To determine if a particular corner is blocking line of sight use the line of sight rule and If the line does not touch any part of the the wall then the range attack is legal.

Note: Both, the mage and enemy counter, can not use the advance after combat when this ability is used.

Determining the result of the spell attack

Add the spell's combat bonus with the mage's arcane ability rank (left corner number) and a 1d6 roll. The enemy rolls for his resistance using his standard combat bonus plus his 1d6 roll. The highest result wins. If the enemy counter loses the roll, he

takes the specific spell effect. If he wins, nothing happens. Re-roll ties.

The spell effects

Combustion spell: enemy takes 1 wound in a successful attack.

Chain lightning spell: enemy takes 1 wound and the next adjacent enemy counter is attacked minus 1 spell combat bonus (keep adding a -1 for every counter that is attacked). Both player repeat the combat process until a creature wins the roll and the chain lightning effect stops (the -1 denotes the weakening of the spell as it travels from one enemy counter to another).

Frost spell: enemy takes 1 wound. Also, it takes a -1 to combat (place a **-1 effect** on the creature) and all adjacent enemy counters must make a combat roll to see if they get a combat penalty of -1 (they take no wound).

frost spell combat penalty: a counter with a combat penalty may not gain another combat penalty from the same ability/spell. His combat bonus is reduced by -1 (it may go into the negative). Remove this effect during **effects removal phase**.

Important: The spell counter is never removed because it represent the type of arcane spell that the mage have memorized.

GAME SET UP

The adventurer player may choose 5 characters and 10 items. The other characters are put aside and not use. If the mage counter is used, he may have 1 spell counter for himself (denoting the type of magic he may cast) in addition to the other 10 items. Place the vampire master and adventurers in their respective starting squares.

Optional: Additional characters

The vampire master player may choose to have lieutenants, for every lieutenant he adds the adventurer player adds a character counter and 2 items to his total. The two are the werewolf and summoner counters

Optional play: No random spawns

The monster player may have his two lieutenants (summoner and werewolf), four vampire thralls, and four zombie counters. Place all the counters one to two squares from the vampire master starting square. Ignore the spawning phase every turn. Victory condition is set as last player with a counter that is not dead wins. Adventurers are reduced to having 6 items total (if mage is chosen add the spell counter to that total).

Optional play: Alternate Creature boss

The monster player may replace the vampire master with the **werewolf** or the **summoner** as his main creature. The adventurer's objective is switch to that creature (to kill).

VICTORY CONDITION

Adventure player wins when all spawning squares are destroyed or the master vampire is dead. The creature player wins when all adventurer counters are dead.

ALTERNATE GAMEPLAY

Limited turns. Players may agree to a limited number of game turns.

Consequence of Action (optional)

The outcome will have varying degrees of consequences..

VAMPIRE MASTER IS DEAD

None or some party member are dead. They are rewarded and hailed as heroes

VAMPIRE MASTER IS ALIVE

All spawning squares are destroyed. The locals are given a few years of respite.

Half of the spawning squares are destroyed. This gives the local area a few months of respite.

No spawning square is destroyed. The vampire master claims the local area as his domain. .

MONSTERS ADVENTURERS

P ⁺³ ₃	Kn ⁺² ₃	Ma ⁺¹ ₃	W ⁺³ ₃	M ⁺¹ ₄	Mo ⁺¹ ₄	A ⁺² ₄	Sc ⁺¹ ₅
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V ⁺³ ₄	D ⁺⁴ ₃	Vt ⁺² ₃	Vt ⁺² ₃	Vt ⁺² ₃	Vt ⁺² ₃	MINION ⁺¹ ₂	MINION ⁺¹ ₂
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MINION ⁺¹ ₂	MINION ⁺¹ ₂	MINION ⁺¹ ₂	ZOMBIE ⁻¹ ₂	ZOMBIE ⁻¹ ₂	ZOMBIE ⁻¹ ₂	ZOMBIE ⁻¹ ₂	ZOMBIE ⁻¹ ₂
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ZOMBIE ⁻¹ ₂	ZOMBIE ⁻¹ ₂	ZOMBIE ⁻¹ ₂	ZOMBIE ⁻¹ ₂	ZOMBIE ⁻¹ ₂	Su ₀ ³	FIRE ⁺⁵ ₁	WATER ⁺³ ₃
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ITEMS

AIR ⁺¹ ₅	Wo ⁺² ₄	SPELL ⁺²	SPELL ⁺³	SPELL ⁺¹	SCROLL	SCROLL	SCROLL
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POTION ⁺³ STR	POTION ⁺³ STR	POTION ⁺³ STR	POTION ⁺³ STR	POTION ⁺³ STR	POTION HEAL	POTION HEAL	POTION HEAL
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POTION HEAL	POTION HEAL	POTION HEAL	POTION HEAL	POTION HEAL	WOUND	WOUND	WOUND
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WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND
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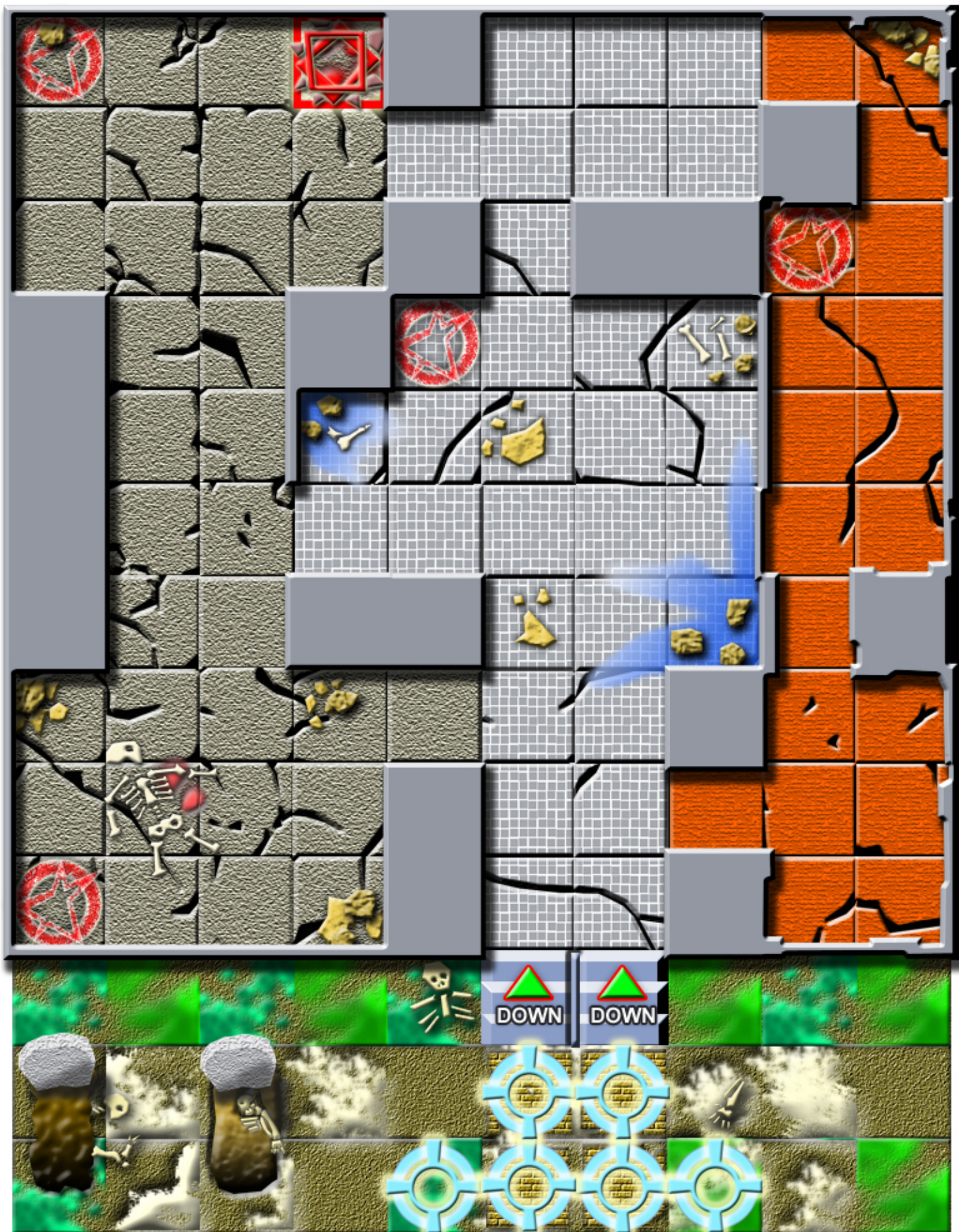
WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND
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WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND
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WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND	WOUND
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MIND CONTROL	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DEAD	DEAD	DEAD
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DEAD	DEAD	DEAD	DEAD	EFFECT	EFFECT	EFFECT	EFFECT
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ADVENTURER STARTING SQUARE



VAMPIRE MASTER STARTING SQUARE



SPAWNING SQUARE