DungeonQuest Combat Variants

This document contains three different variants that players can optionally use instead of the combat rules found in the *DungeonQuest* rulebook. Before playing the game, all players must agree on which combat variant they wish to use (if any). Playing with these variants leads to faster combat resolution that relies more heavily on luck than the normal combat rules. While these variants simplify rules for resolving combat, they also reduce the number of tactical options available for Hero and monster players.

Combat Dice Variant

With this variant, a player will roll dice to resolve combat instead of playing combat cards. The combat dice variant can be used by a player playing a solo game as well as games with multiple players.

Each **Monster** has a specific attribute that Heroes must use to resolve a **combat test**. Combat tests are similar to attribute tests, but Heroes do *not* receive determination tokens and any ability that affects attribute tests do *not* affect combat tests. The attribute assigned to each **Monster** is listed below:

Skeleton: Agility

Sorcerer: Luck

Troll: Armor

Golem: Strength

Demon: Strength

Encountering Monsters

Encountering **Monsters** follows the normal rules: The player to the Hero's left takes on the role of the monster player and draws a monster token at random from the pool. Hero and monster players use Power cards to escape following the normal rules. However, Power cards and Combat cards are *not* used during combat.

Resolving Combat

Each combat is played over a series of rounds until either the Hero or the **Monster** is killed. At the start of each round, the Hero player rolls *two* dice and compares the total on the dice to his Hero's attribute. If the total on the dice is *greater* than the Hero's attribute, the Hero *fails* at the combat test and a wound is inflicted on the Hero. If the total on the dice is *equal to or less than* the Hero's attribute, the Hero *succeeds* at the combat test and one wound is inflicted on the **Monster**.

If neither the Hero nor **Monster** has been killed after inflicting wounds, the Hero must resolve another round of combat by making another combat test.

Rolling Doubles

Whenever a Hero rolls doubles, *two* wounds are inflicted instead of one wound. In other words, if a Hero rolls doubles and fails at a combat test, two wounds are inflicted on the Hero; if a Hero rolls doubles and succeeds at a combat test, two wounds are inflicted on the **Monster**.

Character Abilities

Hero special abilities apply to the combat dice variant as follows:

- **Hugo the Glorious**
  After rolling dice for a combat test, you may choose to reroll any "5" and "6" results once; you must accept the second result.

- **Krutzbeck**
  Whenever at least one wound is inflicted on the **Monster**, you may inflict one additional wound on the **Monster**.

- **Tatianna**
  Tatianna's ability is unchanged. Note that the Combat deck is only used for Tatianna's ability; it is *not* used to resolve the rest of the combat.

- **Challara and Brightblaze**
  If you have eight or more wounds and succeed at a combat test by rolling doubles, only one wound instead of two wounds is inflicted on the **Monster**.

Classic Solo Combat Variant

This variant allows players to use the solo combat system published in previous editions of *DungeonQuest*. The classic solo combat variant can be used by a player playing a solo game as well as games with multiple players.

Encountering Monsters

Encountering **Monsters** follows the normal rules: The player to the Hero's left takes on the role of the monster player and draws a monster token at random from the pool. Hero and monster players use Power cards to escape following the normal rules. However, Power cards and Combat cards are *not* used during combat.

Resolving Combat

Each combat is played over a series of rounds until either the Hero or the **Monster** is killed. At the start of each round, the Hero player rolls one die and resolves the appropriate result listed below.

1–2) Inflict one wound on the Hero

3–4) Inflict one wound on the Hero and one wound on the **Monster**

5) Inflict one wound on the **Monster**

6) Inflict two wounds on the **Monster**

If neither the Hero nor **Monster** has been killed after inflicting wounds, the Hero must resolve another round of combat by rolling the die again.

Character Abilities

Hero special abilities apply to the classic solo combat variant as follows:

- **Hugo the Glorious**
  After rolling the die, you may reroll a "1" result once; you must accept the second result.

- **Krutzbeck**
  Whenever at least one wound is inflicted on the **Monster**, you may inflict one additional wound on the **Monster**.

- **Tatianna**
  Tatianna's ability is unchanged. Note that the Combat deck is only used for Tatianna's ability; it is *not* used to resolve the rest of the combat.

- **Challara and Brightblaze**
  If you have eight or more wounds and roll a "6" result, only one wound instead of two wounds is inflicted on the **Monster**.

Classic Combat Variant

This variant allows players to use the card based combat system published in previous editions of *DungeonQuest*. The classic combat variant can only be used for games with multiple players.

Setup

During the game setup, each player takes the following three cards from the Combat deck to form a hand of Combat cards:

• 1 Quick Shot

• 1 Slash

• 1 Bolt of Agony

All of the remaining Combat cards are returned to the box and are not used during the game.

Encountering Monsters

Encountering *Monsters* follows the normal rules: The player to the Hero's left takes on the role of the monster player and draws a monster token at random from the pool. Hero and monster players use Power cards to escape following the normal rules. However, Power cards are *not* used during combat.

Resolving Combat

Each combat is played over a series of rounds until either the Hero or the *Monster* is killed. At the start of each round, the Hero and monster players select one card from their hands (Quick Shot, Slash, or Bolt of Agony) and place it facedown in front of themselves (see the "Combat Display" diagram on page 4). After both players have chosen a card, the players simultaneously turn the cards faceup and the result is read off from the combat display by cross-referencing the two players' cards.

If neither the Hero nor *Monster* has been killed after inflicting wounds, the Hero and monster players must return their cards to their hands and fight another round of combat.
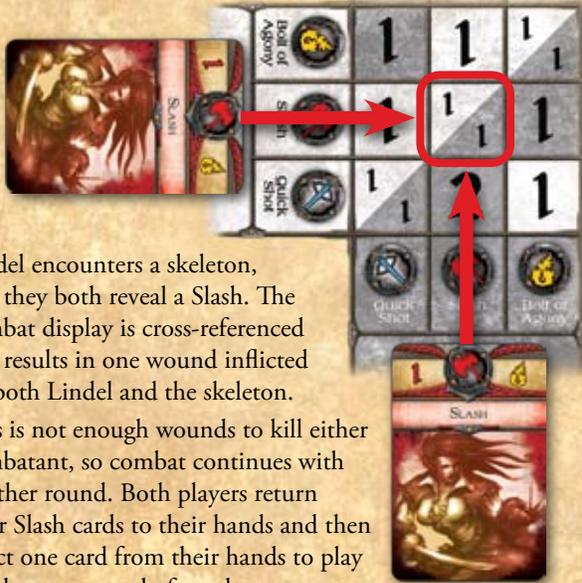
Combat Results

The number in white boxes indicates how many wounds are inflicted on the Hero.

The number in grey boxes indicates how many wounds are inflicted on the *Monster*.

Boxes that are split in half with a white side and a grey side indicate that one wound is inflicted on both the Hero *and* the *Monster*.

Character Abilities

Hero special abilities apply to the classic combat variant as follows:

• **Hugo the Glorious**
  If you and your opponent choose the same combat card, one wound is inflicted on the *Monster* and no wounds are inflicted on your Hero.

• **Krutzbeck**
  Whenever at least one wound is inflicted on the *Monster*, you may inflict one additional wound on the *Monster*.

• **Tatianna**
  Tatianna's ability is unchanged. Note that the Combat deck is only used for Tatianna's ability; it is *not* used to resolve the rest of the combat.

• **Challara and Brightblaze**
  If you have eight or more wounds, only one wound instead of two wounds is inflicted on the *Monster* when you play a Quick Shot and the *Monster* plays a Slash.

Classic Combat Example

Lindel encounters a skeleton, and they both reveal a Slash. The combat display is cross-referenced and results in one wound inflicted on both Lindel and the skeleton.

This is not enough wounds to kill either combatant, so combat continues with another round. Both players return their Slash cards to their hands and then select one card from their hands to play for the next round of combat.

During the next round of combat, Lindel reveals a Quick Shot and the skeleton reveals a Slash. This results in two wounds inflicted on the skeleton. This is enough wounds to kill the skeleton, so the combat ends.

Combat Display