~*Four Delvers*~

Fast-Play Solo Fantasy Miniature Skirmish Game

~Four Delvers~

~Introduction~

Four Delivers is a lighthearted, simple, but also tactical, miniature skirmish game designed to pick up and play when you are all alone but still want to push lead and roll dice for an hour or so. Also great for playing cooperatively with 1-3 friends.

Note: The rules are kept concise and to the point. They coalesce, so some confusing things will be made clear later. If you still have any questions, or to get any of the figures shown, visit us at rrbmins.com.

Stuff You Will Need
Besides these rules, you will need a ruler marked in inches, some 12-sided dice (d12), the tokens provided in the back of these rules, a selection of fantasy miniatures in any scale you like, an 18" square play area (the "game board"), and something to represent terrain and obstacles.

The Encounter
Each game of Four Delvers is called an encounter. The encounter is simply the place your Delvers fight the skirmish, what the situation is, the monsters they must defeat, and the treasure they hope to loot.

Dice (d12 or 12-sided die)
A d12 is used for all rolls. Sometimes a modifier (+ /-) is applied to a roll. If determining failure or success, a natural roll of 1 is always a failure, while a natural rofl of 12 is always a success.

~The Delvers~

You will play 4 Delvers, a Fighter, a Dwarf, an Elf and a Wizard. Pick a suitable miniature for each, give them a name, learn to love them...then watch them die.

Delvers Statistics
Each Delver has the following stats...
-Battle (Btt): The number needed on 1d12 roll to hit a foe in melee combat.
-Save (Sv): The number needed on 1d12 roll to ignore a hit or avoid a hazard.
-Hit Points (Hp): The number of hits a Delver absorbs before they starts taking wounds.

The Fighter
Battle 6+; Save 7+; Hp 3
2 Attacks: The Fighter gets 2 melee attacks per battle action. The target makes a sperate save roll for each successful hit.

The Dwarf
Battle 7+; Save 6+; Hp 3
Mighty Blow: The Dwarf deals 2 hits for every successful battle roll. The target makes a separate save for each hit.
Slow: The Dwarf's base movement is 4".

The Elf
Battle 7+; Save 8+; Hp 2
Shoot 7+: The Elf is armed with a bow and can shoot targets it can see. Elves never run out of arrows during an encounter.
Read Scrolls: Elves can use scrolls, but at a -1 to the casting roll.

The Wizard
Battie 8+; Save 9+; Hp 1
Spells: Wizards can cast spelts and use scrolls (See: Magic).

Treasure and Equipment

During the game, Delvers will get the chance to gain treasure. Each Delver can cany a maximum of 2 Items. Delvers can "drop" an item as a free action, but it takes an action to pick up an item.

The Gold Pool: 1 gold coin can be cashed in at any time to re-roll a die, keeping the new result (even if worse). Gold coins are NOT items. They are added to the Delver's gold Pool for all to use.

The Torchbearer

An encounter may require a light source. If so, one Delver must be torchbearer, suffering a -1 to battle rolls and cannot shoot. The initial torch is lit without costing an action, but it takes an action to light a new torch. If the torchbearer is killed, the torch drops and goes out. ALL Delvers suffer a -2 to ALL rolls with no light source.

~Playing The Game~

The game is played in a series of rounds. Each round you will roll for wandering monsters and then every model gets a turn to do something (by default, Delvers always take the first turn).

Wandering Monsters

At the beginning of every round roll 1d12 to see if a wandering monster has come to join the fray. If so, roll on the specified Monster Table. and place the monster just inside the edge of the game board furthest from any Delvers. That monster will activate this round.

Activation

Delvers (in any order) alternate with monsters, activating one model at a time until all models have taken a single tum. On its activation, each model can...
-Do nothing; or recover from stunned
-Move and/or take an action
-Take one action and/or move
-Move twice; end >1" from any enemy model.

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Actions

Some things are described as "taking an action", The most common actions are...
Shoot. Attack with a ranged weapon.
Battle: Attack with a melee weapon.
Magic: Cast a spell, use a scroll, drink a potion.
Loot: Explore and/or pick up treasure.

Move

All models (Delvers and monsters) have a base movement of 6" max. Some have a Slow/Fast ability so move 4"/8" max.

Charge: If a model moves into base-to-base contact with another model on its FIRST move, it has charged into melee and may battle. Second moves must end 1" from any enemy models and you can't battle or shoot.

Terrain: Some terrain will be Impassable (I); you can't move through it. Some terrain is Difficult (D), and takes twice the movement to cross. Some terrain is Hazardous (H) with special rules.

Climbing: Climbing (walls, cliffs, etc.) counts as difficult terrain. For example, climbing up a 2" tall wall costs 4" of movement.

Jumping: Models can jump gaps up to 2" as difficult terrain. Gaps 2-3" require a roll of 7+ to succeed, else it is a fall.

Falling: Models that fall take 1 hit of damage for every 2" they fall, -1 saves. If this doesn't kill them, and they don't roll a stunned result, they are still automatically stunned.

Shoot (Ranged Attack Action)

Any model that has a ranged weapon can shoot at any model it has line of sight to. Make a shooting roll to hit. A target that is hit can attempt a save roll for each hit to ignore it, otherwise the model takes a hit of damage.

Line of Sight: If you can draw a straight line from any part of the shooters base to any part of the targets base without passing through terrain or another model, the shooter has line of sight.

Cover: If you have line of sight, but part of the targets base is obscured by terrain, of it is behind low terrain, the target has cover and the shooter suffers a -1 penalty to hit.

Battle (Melee Attack Action)

Models that have charged can battle. The charger attempts a battle roll to hit. A model that is hit can attempt a save roll for each hit to ignore it, otherwise the model takes a hit of damage.

Battle Back: If the defender is still alive, it can battle back (a free return attack). A battle back roll is made at a -2 to hit,

Recoil: It neither model is killed, the defender is moved away 1". No model ends its turn in base to base with another model.

Hits, Hit Points (Hp), and Wounds

Hits are potential damage. Unless otherwise specified, models can attempt a save to ignore the hit. When a model takes a hit and fails its save, the hit is subtracted from its Hp. If the model has no Hp left, it starts taking wounds. EVERY TIME a model takes a wound, roll on the Wound Table adding the total number of wounds accumulated.

1d12+wounds	Wound Table
1-4	**Mere Flesh wound!** No effect...yet
5-7	**Stunned!** Can do nothing but save -1 until end of next activation
8+	**Unconscious or Dead!** Remove the model from play

Magic

Casting spells, reading a scroll, or drinking a potion are all magic actions.

Casting Spells: The Wizard must have a line of sight to the target. Spells require a Casting Roll (CR) to successfully cast. A natural roll of 1 is a miscast and something bad may happen! Here is the Wizards spell Book...

Spell/CR	Description
Light 5+	The Wizards staff glows, giving off the same light as a torch until the end of the encounter without the torchbearer penalty
Shield 7+	The Wizard, or another Delver gets +1 to of save rolls until the end of the next activation
Blast 7+	Shoots magic energy as a ranged weapon for 1 hit, -1 save
Freeze 8+	The target can't move or attack and saves all -2 until the end of their next activation

1d12	Spell Miscast Table
1-4	**Brain Hurts!** Caster takes a hit; -1 save
5-8	**Arrg!** The caster is stunned (see the Wound Table for details)
9-12	**Shaken!** -2 any further rolls this round

Magic Scrolls: Casting a spell from a magic scroll is identical to casting a spell except after it's cast once, the scroll disintegrates.

Magic Potions: Anyone can drink a magic potion as a free action at any time. Some effects are instantaneous, while the duration of all other potions last until the end of the encounter unless otherwise indicated.

Loot
There may be treasure on the game board indicated by treasure tokens. If a Delver is adjacent to a treasure token, they can use a single action to explore and/or pick up an item, or items. Once identified, items remain where they are until picked up by a Delver.

Monster Activation
On the monsters turn, select a monster who hasn't yet activated that is closest to a Delver. If some of those models are equidistant choose randomly. Monsters never loot treasure tokens.

Monsters with ranged attacks...
... Will shoot the nearest Delver, and move full movement away (taking cover it possible) if 6" or closer to a Delver, otherwise they will hold their ground.

Monsters without ranged attacks...
... Will move directly towards the nearest Delver, charging if possible... Or move twice if they cannot charge, stopping as close to Delver as possible.

Winning the Game
You "win" if at least 1 Delver is still alive and all monsters have been defeated or a stated goal has been accomplished.

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~The Encounter~

Roll on the table below, or simply choose the encounter you would like to play. Go to the encounter's description, set up the game board, place treasure tokens, stock it with monsters, and deploy the Delvers. You are ready to play.

1d12	Encounter
1	Haunted Graveyard
2	The Courtyard
3	Mountain Pass
4	The Bridge Town
5	The Perilous Wood
6	Save the Village
7	Upon the Battlement
8	Among Ruins
9	The Evil Temple
10	Lost in the Sewers
11	In the Yawning Cavern
12	Dungeon of Doom!

A Fighter, a Dwarf, an Elf, and a Wizard walk into a Dungeon....

Setting Up the Encounter
Each encounter will include a little flavor text to set the mood and information needed to set up the game board:

LS (Light Source): States if there is a light source or if the Delvers need a torch. May include a random roll.

TR (Terrain): Suggested terrain to include, Difficult (D), Impassable (I), or Hazardous (H). You can set up terrain similar to the map, in a way you like, or using random placement.

TT (Treasure Tokens): The number of TT for the encounter, and any restrictions on where they should be placed.

M (Monsters): This lists any specific monsters (Ex 2x Goblins), and/or the number of monsters rolled randomly on the Monster Tables (MT I, MT II, MT III, or MT IV) (Ex: 2x MT I means 2 rolls on Monster Table I). Sometimes an "-OR-" indicates you can choose from the Monster Tables listed. Unless otherwise stated, monsters are placed randomly. Wandering Monsters (WM) will indicate the score on 1d12 for a WM to appear and the MT to use, plus any special rules or instructions.

DD (Delver Deployment): This may indicate a specific place the Delvers start, or "random", which is the center of one edge of the game board:

1d12	Table Edge
1-3	North
4-6	South
7-9	East
10+	West

Special Rules: Some encounters will include special rules or monsters.

Randomly Placing Things
Start at the lower left-hand corner of the game board. Roll 1d12+1d12/4, round up (or roll a 1d4) and mark that many inches up. Repeat and mark that many inches right. Item is at that location.

Treasure Tokens & Treasures
When Delvers loot treasure tokens, find out how many items, and what they are:

1d12	# of items	1d12	Type of Item
1-6	1 Item	1	Trap
7-9	2 Items	2	2 Gold Coins
10-11	3 Items	3-5	3 Gold Coins
12	4 Items	6	Scroll
		7-9	Potion
		10+	Weap./Armor

1d12	Type of Trap
1-6	Pit Trap: 1 hit; normal save
7-9	Arrow Trap: 7+, 1 hit; -1 Sv
10-11	Pit Trap w/Spikes: 2 hits; -1 Sv
12	Poison Gas: All1 hit; -1 Sv

1d12	Type of Scroll (One Time Use)
1-3	**Teleport** 6+: Move target anywhere on game board; not into solid objects
4-6	**Fireball** 7+: 3x Ranged; 1 Hit; -1 saves
7-8	**Charm** 8+: Control target monster's entire next activation
9+	**Animate Dead** 8+: One dead model animates as zombie, controlled by the caster, till end of encounter (or killed)

1d12	Potion (One Time Use)
1-4	Healing: Cures all W/Hp instantly
5-6	Strength: -1 enemy Sv in melee
7-8	Invisibility: Opponent hits at -1
9-10	Speed: Fast; base move 8"
11+	Invulnerability: +1 all saves

1d12	Weapon or Armor
1	Magic Staff: Wizard; +1 CRs
2	Cunning Hat: Wizard/Elf; +1 CRs
3	Magic Axe: Dwarf: +1 to hit
4	Magic Bow: Elf; 2x shooting
5	Magic Gauntlets: Fighter; +1 to hit
6	Magic Weapon: +1 to hit
7	Magic Weapon: +1 melee attack
8	Crossbow: Shooting 7+; -1 saves
9	Magic Arrows/Bolts: +1 shooting
10	Cloak of Protection: +1 saves
11	Bracers: Re-roll failed saves
12	Shield: Dwarf/Fighter; +1 saves

Monster Tables (RRB Minis Figures)

Roll on the appropriate table when indicated.

* Armed with bow on 1d12 roll of 9+

MONSTER TABLE I

2d12	Evil Humanoids
2	Ogre
3	Sitan Ape (* Shoot 8+)
4	Saurian (* Shoot 8+)
5-6	Droma-Akt (* Shoot 9+)
7-8	Orc (* Shoot 8+)
9-10	2x Froglings (* Shoot 9+)
11-13	Ratog
14-15	2x Mouselings (* Shoot 9+)
16-17	2x Fairies
18-19	Orc, Pig-Faced (* Shoot 9+)
20-21	Gargoyle
22	Minotaur
23	Troll
24	Sitan Giant

MONSTER TABLE II

2d12	Creatures of the Night
2	Liche
3	Medusa
4	Shambly Mound, Small
5-6	Ghost
7-8	Ghoul
9-10	2x Rats, Giant
11-13	Skeleton (* Shoot 9+)
14-15	Zombie
16-17	Wolf
18-19	Grub Stinger, Flying
20-21	Tentacle Armed Mutant, Small
22	Wraith
23	Lizard, Flame
24	Weredragon

MONSTER TABLE III

1d12	Men / Evil Men
1-3	Yeoman / Thug
4-6	Man-at-arms / Mercenary
7-8	Archer / Archer with Angst
9	Knight / Death Knight
10	Hero / Villain on Foot
11	Hero / Villain on Horse/Lizard
12	Hero/villain on Gryphon/Dragon

MONSTER TABLE IV

2d12	Magical Monsters
2	Bug, Giant Brain
3	Lizard, Giant (Riding or Running)
4	Spider, Giant
5-8	Slug, Venomous
7-8	Devil, Sand
9-10	Hungry Maw
11-13	Spider, Large
14-15	Snake, Giant Constrictor
16-17	Tentacles, Gripping
18-19	Young Owlbear
20-21	Ant, Giant
22	Fangworm
23	Gryphon
24	1-6 Dragon, 7-12 Spider, Giant

Monster Special Abilities

Acid: -1 save rolls

Area Attack: Successful roll hits every Delver on the game board

Deadly: Successful battle roll causes 2 hits: save separately

Disease: On a hit, -1 all save rolls till end of encounter, not cumulative

Fast: Base movement up to 8"

Ethereal: -2 to hit; ignore all terrain

Fearsome: Roll a 4+ 1d12 to charge

Fire: Causes 1 hit for 2 rounds, -1 saves

Fly: Can move over terrain with no penalty

Gore: If charging, roll +1 battle; -1 saves

linger: On unsaved hit, automatically take 1 hit per round (-2 saves) until monster is dead

Melee +X: Monster has 1+X melee attacks

Paralyze: Stunned on unsaved hit

Penetrating: -1 save rolls

Poison: Venomous attack: saves at -3

Ranged Afflack: Can make shooting attacks

Regeneration: Roll 1d12 before activation: 7+ heals 1 W/Hp; 10+, 2 W/Hp; 12+, 3 W/Hp

Slow: Base movement of up to 4"

Stupidity: Must roll 3+ just to activate

Teleport: Moves anywhere on the table.

Web: On hit (no save), no damage is inflicted, but target is stunned

Ant, Giant: Btt 7+; Sv 7+; Hp 1

Bug, Giant Brain: Btt 8+; Sv 7+; Hp 1; Magic Resistant (+2 Saves vs Spells/Scrolls)

Devil, Sand: Btt 7+; Sv 7+; Hp 2; Stone Gaze 8+ (Ranged, Paralyze)

Dragon: Btt 5+; Sv 5+; Hp 3; Melee +2; Fire Breath 6+ (Ranged, Deadly, Fire); Fearsome; Fly

Droma-Akt (Insectoids): Btt 7+; Sv 7+; Hp 1

Fairies: Btt 9+; Sv 7+; Hp 1; Ethereal; Magic Resistant (+2 Saves vs Spells/Scrolls)

Fangworm: Btt 8+; Sv 7+; Hp 1; Fly; Stinging Tail (Once per encounter, Deadly, Poison)

Froglings: Btt 8+; Sv 10+; Hp 1; Bow 9+ (armed with bow on 1d12 roll of 7+)

Gargoyle: Btt 8+; Sv 6+; Hp 1; Fly

Ghost: Btt 8+; Sv 9+; Hp 1; Ethereal: Fast

Ghoul: Btt 8+; Sv 10+; Hp 1; Paralyzing Claws (paralyze)

Grub Stinger, Flying: Btt 9+; Sv 10+; Hp 1; Melee +1; Fly

Gryphon: Btt 6+; Sv 7+; Hp 2; Melee +1; Fly

Hungry Maw: Btt 9+; Sv 9+; Hp 2; Slow

Liche: Btt 6+; Sv 6+; Hp 3; Spells 7+ (Spells can be ranged or melee; Roll 1d12; 1-4 = Withering Death: Deadly, Penetrating; 5-8 = Fear: Linger, Penetrating; 9-12 = Regeneration (self))

Lizard, Flame: Btt 7+; Sv 8+; Hp 1; Fire Breath 8+ (Ranged, Fire)

Lizard, Giant (Riding or Running): Btt 6+; Sv 7+; Hp 3; Melee +2; (Deadly)

Medusa: Btt 6+; Sv 7+; Hp 1; Fast; Avoid Eye Contact (-1 to hit); Stone Gaze (Paralyze)

Men / Evil Men (Hp 1, except as noted):
Yeomen: Btt 8+; Sv 9+; **Man-at-Arms:** Btt 7+; Sv 7+; **Archer:** Btt 8+; Sv 8+; Shoot 7+; **Knight:** Btt 6+; Sv 5+; Hp 1; **Hero:** Btt 5+; Sv 5+; Hp 2: Melee+1; **Hero on Beast:** Btt 5+; Sv 5+; Hp 3; Fly (if on Gryphon/Dragon); Melee +2

Minotaur: Btt 7+; Sv 9+; Hp 1; Gore; Deadly

Mouselings: Btt 9+; Sv 9+; Hp 1; Bow 9+ (armed with bow on 1d12 roll of 7+)

Ogre: Btt 8+; Sv 7+; Hp 1; Stupid; Deadly

Orc: Btt 8+; Sv 8+; Bow 8+ (armed with bow on 1d12 roll of 7+)

Orc, Pig-Faced: Btt 7+; Sv 7+; Hp 1; Bow 8+ (armed with bow on 1d12 roll of 8+)

Owlbear, Young: Btt 8+; Sv 8+; Hp 1; Bear-hug (Linger)

Rat, Giant: Btt 9+; Sv 10+; Hp 1; Disease

Ratog: Btt 8+; Sv 7+; Tactical (Battle Back at -1 instead of -2)

Saurian: Btt 8+; Sv 7+; Hp 1; Bow 8+ (armed with bow on 1d12 roll of 9+)

Shambly Mound, Small: Btt 8+; Sv 7+; Hp 2; Slow; Rot Touch (Disease)

Sitan Ape: Btt 8+; Sv 8+; Hp 1; Pack Mentality (+1 to hit if monsters outnumber delvers)

Sitan Giant: Btt 6+; Sv 5+; Hp 3; Melee +1; Deadly; Penetrating

Skeleton: Btt 8+; Sv 8+; Hp 1; Old Bones (turn to dust on first unsaved hit)

Slug, Venomous: Btt 7+; Sv 8+; Hp 1; Slow; Stone Bite (Paralyze)

Snake, Giant Constrictor: Btt 7+; Sv 9+; Hp 1; Constrict (Linger)

Spider, Giant: Btt 9+; Sv 7+; Hp 1; Fast; Web; Venomous bite (Poison)

Spider, Large: Btt 8+; Sv 8+; Hp 1; Web; Venomous bite (Poison)

Tentacle Armed Mutant, Small: Btt 6+; Sv 9+; Hp 1; Shriek 10+ (Area Attack)

Tentacles, Gripping: Btt 7+; Sv 8+; Hp 3; Many Tentacles (Melee +3; -1 each Hp taken)
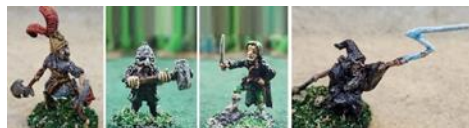
Troll: Btt 7+; Sv 6+; Hp 2: Melee +1; Regeneration

Weredragon: Btt 6+; Sv 6+; Hp 2; Fly; Fearsome; Regeneration

Wolf: Btt 8+; Sv 9+; Fast; Melee +1

Wraith: Btt 6+; Sv 7+; Hp 1; Ethereal: Magic Resistant (+2 Saves vs Spells/Scrolls)

Zombie: Btt 9+; Sv 10+; Hp 1; Slow; Headshot (-1 to hit zombies vital spot)

Encounter 1
The Haunted Graveyard

Everyone shuns the haunted graveyard by the moor. But, when a young girl disappears while picking daffodils near the place, you are tasked with finding and bringing her back. A rickety, rusted fence surrounds the burial grounds while creepy statues guard the gate, The spooky place is overgrown and in disrepair. Three dilapidated mausoleums are surrounded by drooping dead trees. A sickly-looking crow atop one of the many gravestones looks at you curiously.

Set-Up & Special Rules
LS: Night on 5+; torch needed at night
TR: 3 Mausoleums equidistantly placed (I): A dozen tombstones and a few dead trees (I)
TT: 2: Place randomly next to tombstones (treasures of the dead).
M: 2x Zombies + 3x MT 1, WM 8+, 2x Skeletons that rise from ground, place randomly
DD: Southern gate
Special Rules: Explore mausoleum interiors by moving adjacent to a door and spending an action. The girl is inside the 3rd one explored. Get her, and all your living Delvers, out the gate to win. She does not count as an item, can't attack and will not be attacked.
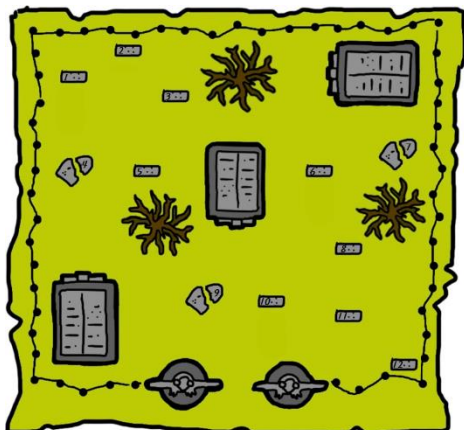
Encounter 2
The Courtyard

You have been plundering the ruined castle or robbing a noble's mansion, in search of treasures. You stumble into a vast courtyard. An ornate fountain looms in the center, and stone walls surround flower beds and trees,

Set-Up & Special Rules
LS: Night on 9+; torch needed at night
TR: Well in center (D), surrounded by walls (I), several trees (I), 2 flowerbeds (D).
TT: 3: Place randomly
M: (See below) Men: 5x MT III; WM 9+, 2x MT III -OR- Monsters: 5x MT 1; WM 9+, 1x MT IV
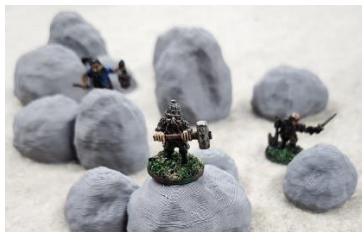**DD:** Random
Special Rules: Roll 1d12 before play: On 1-6 the courtyard is occupied by men. 7-12 it is in ruin, and occupied by monsters. Once all treasure tokens have been looted, get out of the courtyard to win.

Encounter 3
The Mountain Pass

The Dark Warlock has declared war, and you have taken up the job of delivering vital messages between the Twelve Kingdoms. You find yourself traversing the treacherous Troll Mountains. Although you move with stealth... you can feel evil eyes upon you.

Set-Up & Special Rules
**LS:** Daylight; no torch needed
TR: A path running East to West lined by foot hills (D), mountains (D) and rough terrain (D).
TT: 1; place random on a dead messenger
M: 4x Goblins w/bows + 3x MT I, place all random but not on the path; WM 9+; 1x MT IV
DD: East end of path
Special Rules: Raining on 9+ (Movement -1", Shooting -1), The monsters are attempting an ambush, Roll 1d12, on 7+ the monsters go first, and all their shooting is at a +1 the first round.
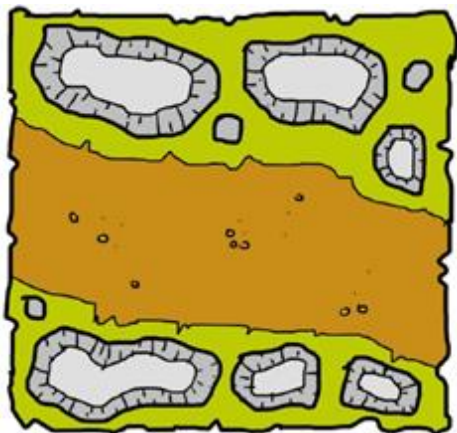
Encounter 4
The Bridge Town

Bridge Town is under attack! Monsters under the control of the Dark Warlock are killing, looting, and trying to burn the town to the ground! You happen to have been enjoying the comforts of the Bridge Town Tavern when the attack happens.

Set-Up & Special Rules
LS: Burning buildings light the sky; no torch needed
TR: 1 building – tavern (I); randomly place about a dozen barrels (D), crates (D), coils of rope (D); and a mule (I)
TT: 3; place random
DD: The Delvers start just outside the tavern door; on a roll of 7+ the Dwarf had 1 too many (+1 to hit, -1 to Save)
M: 3x MT I + 2x MT IV, place randomly: Non-flying monsters must start on the bridge or a boat; WM 9+, 9-1O = 1x MT I, 11+ = 1x MT IV
Special Rules: Non-flying Delvers and monsters must stay on the bridge. The monsters are trying to burn the building and bridge. At the end of each round, roll 1d12 + the # of monsters on the game board + the current Round #. If the total is ever 20+, the bridge is lost, and the Delvers must take a boat to the mainland. Kill all monsters before that happens to save Bridge Town!

Encounter 5
The Perilous Wood

Most avoid Gloom Wood, but adventurous souls are always drawn to the tales of hidden fey treasures. Few who enter, ever come out to confirm these tales...

Set-Up & Special Rules
LS: Night on 10+; torch needed at night
TR: A river (D/H) dissects the game board , 1 natural ford w/rocks (D), many trees (I), 3 standing stones (I)
TT: 2; place random
M: 4x MT I -OR- 4x MT II; WM 8+; 1x MT IV
DD: Random
Special Rules: The river is enchanted by a nymph, and on a 1d12 roll of 12, anyone entering sinks to the bottom and drowns.
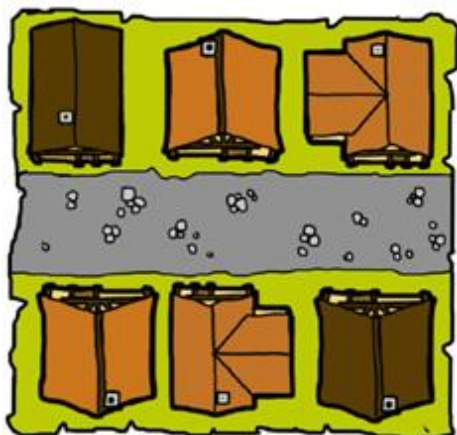
Encounter 6
Save The Village

Since the Dark Warlock's minions have invaded the Twelve Kingdoms, it seems as if no place is safe. After an arduous journey, you have found a bed in a tiny village. Your head barely touches the pillow when you are awakened by the sounds of screams. The village is under attack! They are simple folk with no warriors among them. It is up to you to destroy the threat that has befallen them!

Set-Up & Special Rules
LS: Dusk or Dawn; no torch needed
TR: 6 village buildings (I); plus trees (I), fences (D), crates of anything you like (D) all arranged in any pattern you like
TT: None to start (see Special Rules)
M: 3x MT I; WM 6+; 1x MT I
DD: Center of game board
Special Rules: The Delvers must search each building (front door; 1 Action). Roll 1d12: 1-4 = empty, 5-7 = treasure token, 8+ is a villager. The Delvers MUST escort any villagers off a table edge to save them. Villagers do not count as items, do not attack, and won't be attacked. Delvers must save 4 villagers to win, You cannot re-explore a building until all other buildings have been explored once.

Encounter 7
Upon The Battlement

Strife plagues the Twelve Kingdoms, and you always find yourself in the middle of it. It's the 3rd day of battle with high casualties. If you can just hold off one more onslaught...

Set-Up & Special Rules
LS: Morning; no torch needed
TR: Battlement, towers, ladders (see below)
TT: 2; Place random: Soldiers* cannot Loot
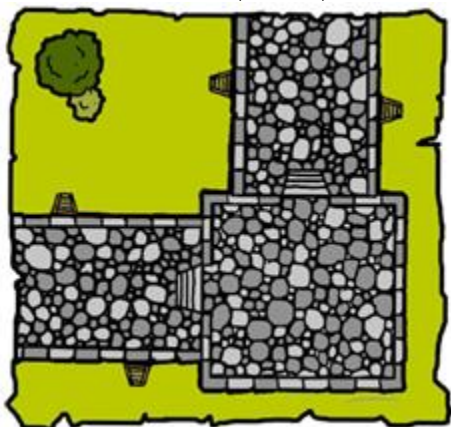**M:** 6x MT I -OR- 6x MT II -OR- 6x MT III; WM 8+; from same MT
DD: Place Delvers & soldiers* anywhere

Special Rules: It takes 6" of movement to climb a ladder and step onto the battlement and any other rolls that round are at -1.
* The Delvers have been made captains. Pick 3 soldiers under your command from the following:
- Man-at-Arms: Btt 7+; Sv 7+
- Archer: Btt 8+; Sv 8+; Shoot 7+.

Encounter 8
Among The Ruins

The monsters have chased you to the ruin on Howling Hill. This place stood before the dark ages, falling during the Plague Wars. Whatever stories the once grand place had to tell, are long lost in myth and legend.

Set-Up & Special Rules
LS: Night on 9+; torch needed at night
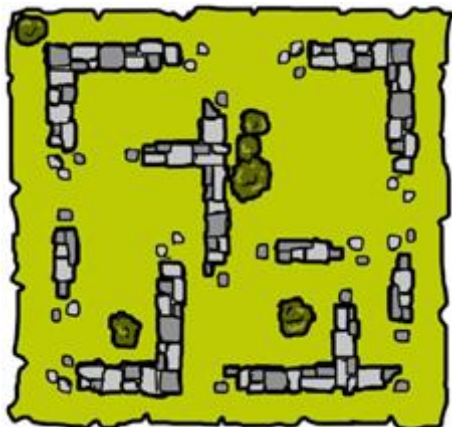**TR:** A weaving maze of toppled walls and piles of rubble; (I) or (D)
TT: 3 place random at least 7" from Delvers
M: 5x MT I -OR- 5x MT II; WM 9+, 1x MT IV
DD: Center of game board
Special Rules: Windy: Roll 1d12 at the beginning of each round:
- 1-6 = favorable +1 shooting
- 7-12 = unfavorable -1 shooting.

Encounter 9
The Evil Temple

Revile Vulcoo, the many headed serpent god! It is an abomination that such evil is worshiped by monsters, but is blasphemous that some citizens of the Twelve Kingdoms worship this foul being in hidden chambers.

Set-Up & Special Rules
LS: Braziers with blue flames; no torch needed
TR: Alter (D), pillars (I), braziers (H), statue (H)
TT: 2; Place random
M: 4x Monsters/Men: No WM. Roll 1d12 to see who is worshipping here:
1-4 = MT I, 5-8 = MT II, 9-12 = MT III
DD: Start at southern entrance
Special Rules: At the start of each round, the brazier blasts a fireball at a random Delver (Shoot 8+, Save -1). Also, at the start of each round, roll 1d12. On 7+ the large gold statue of Vulcoo animates with the following stats: Btt 7+; Sv 7+; Hp 3; Many Heads (Melee +2).

Encounter 10
Lost in the Sewers

Delvers still need to eat between adventures. Sometimes that means taking crap jobs. The sewers, constructed in the days of the Old Empire, twist below the Throne City. There, rats breed disease and ratcatchers can make a few coppers exterminating them. But, rats aren't all that lurks in the sewers!

Set-Up & Special Rules
LS: Torch needed (see special rules)
**TR:** Filed with sewage & gross things (D)
TT: 2: place random
M: 6x Giant Rats; 2x MT I -OR- 2x MT II; WM 8+ Ratog with the following stats: Btt 7+; Sv 7+; Hp 2; Melee +1; Disease
DD: Place random, in tunnel
Special Rules: Roll at start of each round, on 10+ the torch ignites a pocket of methane gas causing an explosion (1 hit to EVERYONE on the game board, saves -1). The Delvers have brought a small, but viscous, dog with them: Btt 7+; Sv 10+; +1 battle vs. rats.
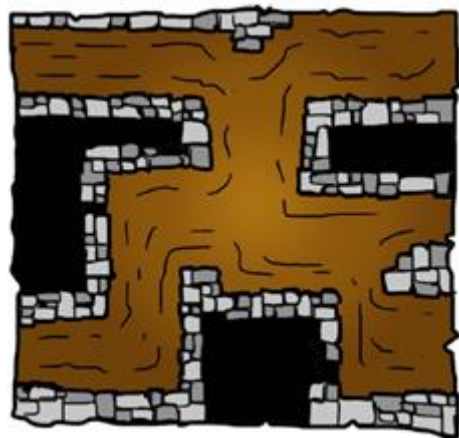
Encounter 11
The Yawning Cavern

It has been days since you've seen sunlight. The grandeur of the dwarven halts has long since degraded to roughhewn caverns the deeper into the mountain you go. The air is cold and damp, the only sound being the echoes of your own whispered curses and an incessant dripping. On occasion, you swear you catch a glimpse of glowing pinprick eyes which disappear whenever you turn to look at them. Suddenly, the cramped tunnels open into a vast cavern split down the center by a yawning chasm. Most disturbing is the eldritch bridge that spans its expanse, a mystery from another age.

Set-Up & Special Rules
LS: Pitch Black; torch needed
TR: Littered with stones, rubble (D), stalactite & stalagmites (I), bottomless chasm too wide to jump (I)
**TT:** 2; Random on northern side of cavern (also for monster placement)
M: 2x Orcs w/Bows + 2x MT I -OR- 2x Skeletons w/bows + 2x MT II: WM 9+, roll on the same table
DD: South side of cavern
Special Rules: The bridge is covered with runes of an archaic script, and is slippery with a green fungus. At the start of an activation while on the bridge, roll 1d12, on a 1, the model slips and plummets into chasm.
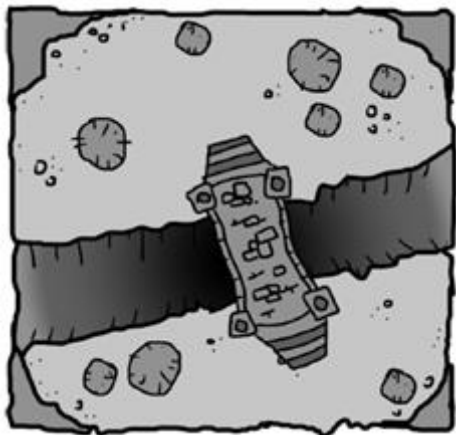
Encounter 12
Dungeon of Doom!

The old man cackled like a mad person, the stench of his foul breath filling your nostrils. Three tankards of grog convinced him to tell you the tale of the Dungeon of Doom, and 5 gold coins liberated him of the stained parchment map. One day later you find yourself among the standing stones of Eagris, straining to open the heavy trap door. For your labors, you expose a dusty stone stairway plummeting steeply down into darkness...

The Dungeon Crawl: This scenario can simple be played as a single room, just like any other encounter. Alternately, you can go on a full dungeon crawl of 6 rooms in a row. To win, make if to the 6th, and final, room and defeat the big boss.

Light Source: The Delvers must have a torch (or light source) going the entire time they are in the dungeon.

Rations & Rest: The Delvers start the dungeon crawl with 3 rations. After an encounter (room) has been cleared of all monsters, the Delivers can choose to rest and consume a ration, thus healing all damage. After resting, check once for a wandering monster at 10+ before leaving that room.

Deployment & Doors: Delvers enter through the door in the south, and leave through the door in the north. To leave, the door must be broken down. To break down a door, roll a 7+ of better on 1d12. For each failure, you must check once for a Wandering Monster at 10+ before leaving.

Treasure: Delvers can keep treasure from encounter to encounter throughout the dungeon crawl, but can still only carry a maximum of 2 items. Any treasure not picked up disappears when the Delvers leave an encounter room.

Step 1: Room Shape & Description...
Roll twice and check the column to the right for the room shape, and then below for a descriptor. Fill with appropriate terrain.

1d12	Room
1	Torture Chamber
2	Prison
3	Wizards Lab
4	Library
5	Chapel
6	Sleeping Chamber
7	Throne Room
8	Great Hall
9	Dining Hall
10	Monsters Den
11	Armory
12	Tomb

Step 2: Place Treasure Tokens...
Roll 1d12 and randomly place 1-3 TT:
1-6 = 1TT, 7-9 = 2TT, 10-12 = 3TT

Step 3: Determine Monsters...
First, roll to see what Monster Table you will be using: 1-3: MT I; 4-6: MT II 7-9: MT I 104: MT V
Second, roll for how many monsters are in the room: 1-2 = Three; 3-7 = Four; 8-11 = Five; 12 = Six
**Third**, roll that many times on the appropriate MT and place the monsters randomly.

Use the same MT for all wandering monster rolls this encounter on a 10+.

Step 4: The Big Boss...
For the 6" room, roll once on the chart below. Roll for 2 monsters on the MT listed, and place the Big Boss listed. There are no Wandering Monsters in this room. Kill the big boss (maybe rescue a princess) to win the game.

1d12	MT & Big Boss
1-4	Balrog + 2x MT I
5-8	Liche + 2MT I
9-12	Dragon + 2x MT IV
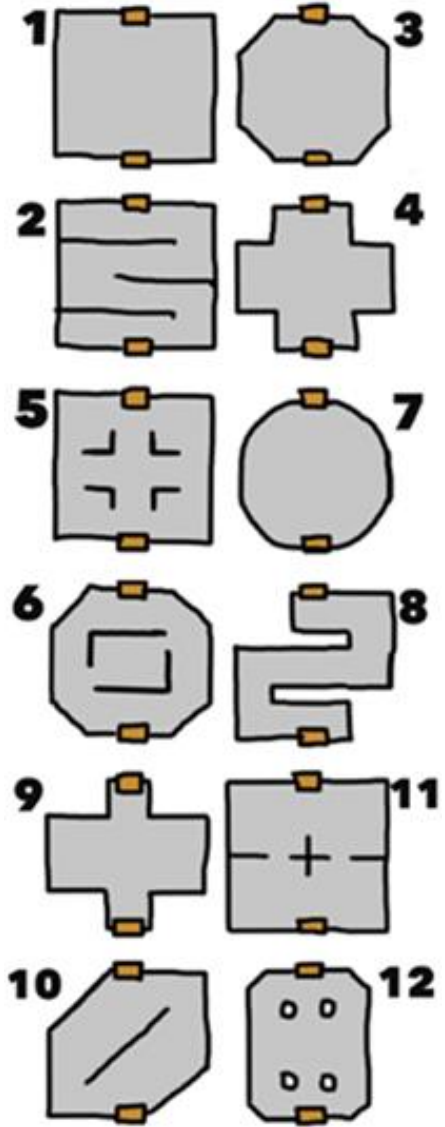
~Four Delvers Play Sheet~

Fighter
Name:
Torchbearer ☐
Battle 6+
Save 7+
HP ☐☐☐
2 Attacks, in melee
Magic Items:

Dwarf
Name:
Torchbearer ☐
Battle 7+
Save 6+
HP ☐☐☐
Mighty Blow, 2 hits
Magic Items:

Elf
Name:
Torchbearer ☐
Battle 7+
Save 8+
HP ☐☐
Shoot 7+; *Scrolls*-1
Magic Items:

Wizard
Name:
Torchbearer ☐
Battle 8+
Save 9+
HP ☐
Spells; Scrolls
Magic Items:

Gold Pool

Monster Stats & Other Notes

Wizard Spells

Spell/CR	Description
Light 5+	The Wizards staff glows, giving off the same light as a torch until the end of the encounter without the torchbearer penalty.
Shield 7+	The Wizard, or another Delver gets +1 to all save rolls until the end of their next activation.
Blast 7+	Shoots magic energy as a ranged weapon for 1 hit; -1 save.
Freeze 8+	The target can't move or attack and saves at -2 until the end of their next activation.

Activation Tokens

Wound Tokens

Stunned Tokens

Magic Tokens

Treasure Tokens

~Four Delvers Reference Sheet~

Move

All models (Delvers and monsters) have a base movement up to 6 inches. Movement is measured from the front of the model's base.

Climbing: Climbing (walls, cliffs, etc.) counts as difficult terrain. For example, climbing up a 2" tall wall costs 4" of movement.

Jumping: Models can jump gaps up to 2" as difficult terrain. Gaps 2-3" require a roll of 7+ to succeed, else it is a fall.

Falling: Models that fall take 1 hit of damage for every 2" they fall, -1 saves. If this doesn't kill them, and they don't roll a stunned result, they are still automatically stunned.

Wound Table

1d12+wounds

1-4	**Mere Flesh wound!** No effect...yet
5-7	**Stunned!** Can do nothing but save -1 until end of next activation
8+	**Unconscious or Dead!** Remove the model from play

Spell Miscast Table

1-4	**Brain Hurts** Caster takes a hit; -1 save
5-8	**Arrg!** The caster is stunned (see the Wound Table for details)
9-12	**Shaken!** -2 any more rolls this round

Monster AI

Monsters with ranged attacks...

... will shoot the nearest Delver, and move full Movement away (taking cover if possible) if 6" of closer to a Delver, otherwise they will hold their ground.

Monsters without ranged attacks...

... will move directly towards the nearest Delver, charging and batting it possible. Or move twice If they cannot charge, stopping as close to Delver as possible.

Treasure Tokens & Treasures

1d12	# of items	1d12	Type of Item
1-6	1 Item	1	Trap
7-9	2 Items	2	2 Gold Coins
10-11	3 Items	3-5	3 Gold Coins
12	4 Items	6	Scroll
		7-9	Potion
		10+	Weap./Armor

1d12	Type of Trap
1-6	Pit Trap: 1 hit; normal save
7-9	Arrow Trap: 7+, 1 hit; -1 Sv
10-11	Pit Trap w/Spikes: 2 hits; -1 Sv
12	Poison Gas: All1 hit; -1 Sv

1d12	Type of Scroll (One Time Use)
1-3	**Teleport** 6+: Move target anywhere on game board; not into solid objects
4-6	**Fireball** 7+: 3x Ranged; 1 Hit; -1 saves
7-8	**Charm** 8+: Control target monster's entire next activation
9+	**Animate Dead** 8+: One dead model animates as zombie, controlled by the caster, till end of encounter (or Killed)

1d12	Potion (One Time Use)
1-4	Healing: Cures all W/Hp instantly
5-6	Strength: -1 enemy Sv in melee
7-8	Invisibility: Opponent hits at -1
9-10	Speed: Fast; base move 8"
11+	Invulnerability: +1 all saves

1d12	Weapon or Armor
1	Magic Staff: Wizard; +1 CRs
2	Cunning Hat: Wizard/Elf; +1 CRs
3	Magic Axe: Dwarf: +1 to hit
4	Magic Bow: Elf; 2x shooting
5	Magic Gauntlets: Fighter; +1 to hit
6	Magic Weapon: +1 to hit
7	Magic Weapon: +1 melee attack
8	Crossbow: Shooting 7+; -1 saves
9	Magic Arrows/Bolts: +1 shooting
10	Cloak of Protection: +1 saves
11	Bracers: Re-roll failed saves
12	Shield: Dwarf/Fighter only; +1 saves