

Half Deck Dungeon Heroes

Written and Illustrated by: Krist Anthony Almario

About this Game

Half Deck Dungeon Heroes is a solitaire and/ or cooperative card game for players 14 years old and above. All you need to play this game is the deck, some dice and this rule booklet (for reference). This is a card game suitable for 1-4 players. And the game lasts anywhere from 30 minutes to 1 hour.

Acknowledgement

Krist Anthony Almario 2020 would like to thank Andrea Sfiligoi (Four Against Darkness series), Alexey Aparin (Pocketlands Series), Alex Olteanu and Fel Barros (God of War the Card Game), Nate French and Matthew Newman (Arkham Horror: the Card Game, and Frederic Moyersoen (Saboteur).

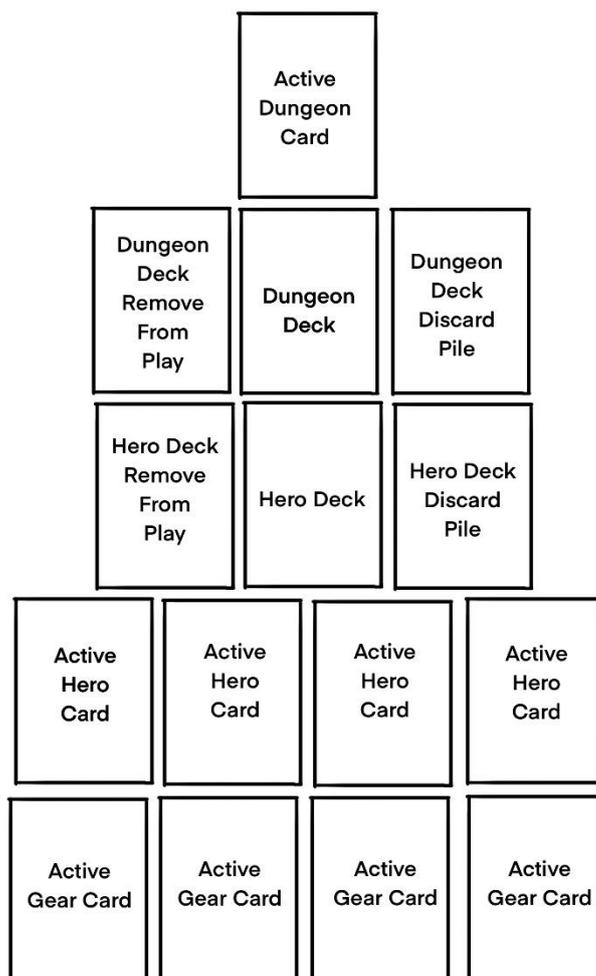
Contents of the Deck

The Half Deck Dungeon Heroes is composed of 26 Blue Cards, and 26 Red Cards. I am referring to the back-design colours of the cards, not the faces. 1 Reference Card is also included in the deck.

The Tuckbox, when unfolded also serves as a play mat for the game.

Game Set-up

To set-up the game, simply divide the deck into two piles, according to their colour. The blue deck is the hero deck, while the red deck is the dungeon deck. And leave spaces as per the diagram for the discard pile of both decks, for cards removed from play, and spaces for your four characters and their gear. On the next page is the diagram.



If you purchased the game with the tuckbox, you can unfold the box to reveal a built-in game mat for your game session.

Gameplay (Single Player)

There are two phases during the game: **the Preparatory Phase**, and the **Dungeon Phase**. In this overview each phase will be explained.

1. To begin the game, **draw 6 cards** from the top of the hero deck (blue deck).
2. If you do not like the cards you drew, discard one to six cards from your hand and draw the same number of cards from the hero deck. This can only be done once during the initial preparatory phase.
3. **Preparatory Phase:** In the first round, you can either **place a hero card face-up on the table**, and/ or **equip a gear card to a hero**.
4. **Dungeon Phase:** Then proceed to explore the dungeon by simply drawing a card from the top of the dungeon deck. Below are the possible outcomes and actions required.
 - a. **Minion and Boss cards-** Combat commences, play one of the team cards, equipped cards. Resolve battle.
 - b. **Trap Card-** Resolve challenge commences

- c. **Miscellaneous cards**- follow the instruction on the card.
- d. **Endgame cards**- Instant win, or reshuffle the card back to the deck.
5. After resolving the outcome, place the dungeon card on the designated dungeon deck discard pile. Some dungeon cards may indicate a loot number. Draw the indicated number of cards from the top of the hero deck to your hand. That is the end of the round.
6. **Preparatory Phase**: During the second round onwards, you can either **place a hero card face-up on the table, equip a gear card to a hero, discard an active hero or gear card to the hero deck discard pile, and replace them with corresponding cards from your hand, or discard cards up to three cards from your hand and draw the same number of cards.**
7. There is no limit to how many actions you take prior to starting your next dungeon phase.
8. **Dungeon Phase**: Repeat steps 4 and 5 until you encounter and resolve one of the two endgame cards. If for whatever reason, you run out of cards to draw from either deck, simply shuffle all cards from their discard pile, and place them face down on the table as the new hero or dungeon deck.
9. You win the game when you resolve one of the two endgame cards.

Game Iconography

There are a number of icons that are used to play this game. Below are the icons and some symbols on each card.



Dots on borders: The hero, minion and boss cards all have a number of dots arranged across their borders. These dots represent the life points of the card. All heroes and bosses have 4 life points, while minions only have 1 life point. When a hero/ boss takes damage, rotate the card counter clockwise to present the correct number of life points and dots. When a hero, boss or minion loses all their life points, the card is discarded to their designated discard pile.



"S" The S icon on the upper left corner of the description box signifies the *strength attribute*.
On **boss and minion cards**, the icon signifies that the card is *strength* based. The number on the boss card means that the heroes must roll a *strength-based* attack equal to or higher than the number to inflict damage to the boss or minion.
On **hero cards**, the number closest to the "S" icon is the strength attribute of that hero. (Left number). In order to defeat *strength*-based bosses or minions, this number is used.

On **gear cards**, the number signifies the bonus the gear will give to the strength attribute of a hero.

On **trap cards**, the icon signifies that the card is *strength* based. The number on the trap card means that the heroes must roll a *strength-based* attack equal to or higher than the number to resolve the challenge.



“M” The M icon on the upper right corner of the description box signifies the *magic attribute*

On **boss and minion cards**, the icon signifies that the card is *magic*-based. The number on the boss card means that the heroes must roll a *magic-based* attack equal to or higher than the number

to inflict damage to the boss or minion.

On **hero cards**, the number closest to the “M” icon is the strength attribute of that hero. (Right number). In order to defeat *magic*-based bosses or minions, this number is used.

On **gear cards**, the number signifies the bonus the gear will give to the hero’s *magic* attribute.

On **trap cards**, the icon signifies that the card is *magic*-based. The number on the trap card means that the heroes must roll a *magic-based* attack equal to or higher than the number to resolve the challenge.



“Number” at the lower left corner of the description box. This is the loot number of a boss, or minion. Once you have defeated the boss or minion, or have drawn a treasure card with this icon. Draw the same number of cards from the hero deck.

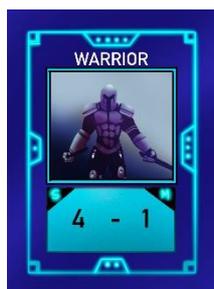


“1” at the lower right corner of the description box. This icon signifies that the card can only be used once. After using this card, either a gear card, miscellaneous card, or team card remove that card from play. Cards that are removed from play are no longer reshuffled back to the corresponding decks.

Blue Cards (Hero Deck) Overview

The blue cards comprise the hero deck, and below is an overview of the cards in this deck.

Character/ Hero Cards



Hero cards are the main cards of the game. They are the only blue cards with the dots icon. These are the cards with two numbers on them. The left number is the *strength* attribute, while the right number is the *magic* attribute. A single player can **control up to 4 hero cards**. If he draws more hero cards, he can discard an active hero in play to the discard pile and replace it with a new hero card. In cooperative multiplayer mode, each player gets to pick a hero card prior to beginning the game.

Gear Cards



Gear cards generally add modifiers to the *strength* and *magic* attributes of a hero. There are only two type of gears in this category, the sword cards, and the tome cards. You can equip any gear to any hero, but you can only equip one gear card to a hero at a time.

One-Use Gear Cards



One-use gear cards are generally spells, and powerful weapons. However, these gear cards have the "1" icon at the right lower corner of the description box. This means that after you use the card it is removed from play for the rest of the game. To use these cards, you have to equip them first during the preparatory phase before you can use them during the dungeon phase. Unlike regular gear cards, you can choose to use the card on the next dungeon phase or place it on standby until you encounter a boss card. But remember, your hero will not have any bonuses during the time you place the equipped card on standby. And your hero cannot carry any other gear card.

Team Cards



Team cards are action cards that the entire team can use as a whole. These cards are immediately removed from play after use. There are 3 escape cards and 3 team attack cards. These cards are not equipped to a hero. Instead, anytime during the dungeon phase, when appropriate, you can use these cards directly from your hand and removed from play afterwards.

Red Cards (Dungeon Deck) Overview

The dungeon deck (red cards) contains the enemies, traps and treasure for the game. Every card that the player draws, they must resolve accordingly before moving on to the next card.

Minion Cards



Minions are lesser monsters with 1 life point, indicated by the dots icons. You will only need to inflict one damage before you can draw the loot number written on the cards. The number on the card signifies the difficulty. In order to defeat the card, roll on the appropriate attribute (*strength* or *magic*) add the hero's bonuses from his gear. And if the result is equal to or higher than the number, he inflicts damage to the minion.

Boss Cards



Boss cards are the major monster with 4 life points, indicated by the dots icons on its borders. You will need to inflict 4 damage to the boss to defeat him, before you can draw the loot number written on the card. The number on the card signifies the difficulty. In order to defeat the card, roll on the appropriate attribute (*strength* or *magic*) add the hero's bonuses from his gear. And if the result is equal to or higher than the number, he inflicts damage to the boss.

Trap Cards



Trap cards inflict special effects to a hero, your hero deck, or even your hand. They are categorized similar to minions and boss, and show one number on the cards. In order to resolve the cards, choose one hero to roll on the appropriate attribute (*strength* or *magic*), add the hero's bonuses from his gear, and if the result is equal to or higher than the number, he safely resolves the challenge. But if he fails, the text on the trap card will immediately take effect immediately. If not specified, the trap affects the chosen hero only. If none of your heroes fulfil the attribute requirement, the traps effect takes place immediately.

Miscellaneous Cards



Miscellaneous cards are cards that have minor effects to your game. The empty room card and the minor treasure cards either give your heroes life or let you draw from your hero deck. One special miscellaneous card is the lost card. Just follow the text on the card, and remove that card from play.

Endgame Cards



There are two endgame cards in the game. And when either one is drawn and resolved, you win the game. The endgame treasure card is the easiest win victory, wherein you will have to only draw the card and you win the game. The endgame boss card is the harder victory condition wherein you will have to defeat the dragon boss in order to win the victory. Having two victory conditions allows for a custom gameplay. Below are a few options.

1. You can have both cards shuffled in the deck.
2. Only have one of the two cards in the deck, easy mode with the treasure, or hard mode with the boss.
3. You can also place either card at the bottom of the dungeon deck, and remove the Lost card, so that you will have to resolve all 23 remaining cards before you can reach the endgame card.

Combat Rules

Combat is done when you draw a minion or boss card from the dungeon deck. The objective of combat is to decrease the life points of the minion or boss to zero. Below are the steps for combat.

1. First look **what attribute** the minion or boss is, either *strength* or *magic*.
2. Choose one hero whose **strength or magic attribute** you will use for this combat.
3. Roll a six-sided die. Add the result to the hero's corresponding attribute including any bonuses from the equipped gear cards. If the **result is equal to or greater than the minion or boss' number, one damage is inflicted.** *For example. The heroes encounter the goblin minion, who has a strength attribute of 7+. You choose your warrior who is equipped with a steel sword to attack the goblins. You roll a six-sided die. The result of the roll is 3. You*

add 3 to the warrior's strength attribute of 4, plus another 2 points bonus from the steel sword (3+4+2= 9). The final result is 9. 9 is definitely higher than 7, thus one damage is inflicted.

4. If the **result is lower than the attribute number of the minion, the hero instead receives damaged.**

For example. The heroes encounter the goblin minion, who has a strength attribute of 7+. You choose your warrior who is equipped with a rusty sword to attack the goblins. You roll a six-sided die. The result of the roll is 1. You add 1 to the warrior's strength attribute of 4, plus another 1 points bonus from the steel sword (1+4+1= 9). The final result is 6. 6 is lower than 7, and thus the warrior suffers 1 damage.

5. Minions and bosses do not roll dice. Every time the heroes fail an attack roll, they suffer the damage.
6. Sometime, the minion or boss' attribute number is very high, that no one attack can match or exceed it. Thus, an **Assist roll** can be done. Basically, prior to making the attack roll, you must assign a main attacker, and a support attacker. The main attacker rolls a six-sided die, add his attribute and add his gear bonus. While the support attacker rolls a six-sided die and adds his result to the result of the main attacker.

For example. The party encounters a rock golem boss who has 10 strength attributes. You decide that your warrior, equipped with a rusty sword, will be your main attacker, and your cleric as a support attacker. Your warrior rolls a six-sided die. The result is a 2. He adds his strength attribute of 4 and the bonus from the rusty sword which is 1. (2+4+1=7). The result is 7. It is still lower than 10. But the cleric rolls his six-sided die, and gets a result of 4. Now adding that result to the warrior's result, (7+4=11), the result is 11. It is now enough to inflict damage to the boss.

Keep in mind that only one support attacker can be assigned per attack roll. Unless you use the team attack, only one support attacker can make an assist roll.

If the final result for both the attack roll and assist roll is **still** lower than the attribute of the boss, then both heroes suffer 1 damage.

7. Sometimes, you will have heroes that do not have the required attribute to defeat a minion or a boss. You then can make a **Forced Escape move** for your heroes. This means that your heroes will escape the encounter but suffer damage as they do. When executing this move, simply discard the dungeon card encounter to the discard pile, and all heroes suffer 1 damage. You do not draw for loot when using this move. You can do this for both minions and bosses only. You cannot do this when facing the Endgame boss.

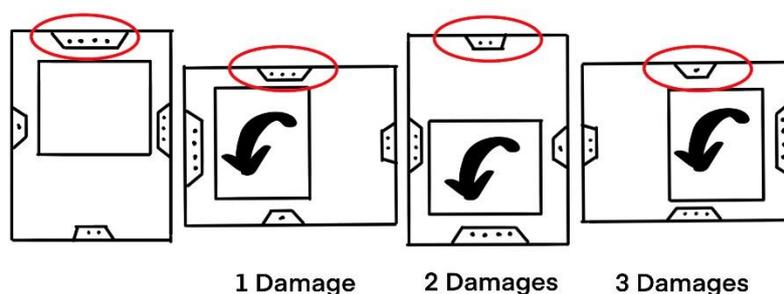
8. If you reduce the minion or boss' life points to zero, discard the minion or boss card to the discard pile, draw the loot number indicated on the card, and continue to the next preparatory phase.
9. One hero attacks a minion or boss at a time. You can either let one hero finish the boss by himself, or rotate the attacks between all the heroes you control.
10. **If a hero dies**, simply discard that hero to the discard pile, and return his gear card to your hand.

Notes on Life Point Tracking

To track life points of a hero or boss, you will make use of the dots icons located at the border of each hero or boss card. Whenever damage is inflicted on the hero or boss, rotate the card counter clockwise to display how many life points he has left. Each hero and boss have 4 life points.

On the next page is a detailed diagram of how to track life points of your heroes and the bosses.

Rotate the hero card, counter clockwise to display the number of dots equal to his current life points.



When the card reaches zero life points, discard it to its appropriate discard pile.

Challenge Rules

Resolving challenges via trap cards is similar to combat rules with a few changes. Below are the steps to resolve challenges.

1. First look **what attribute** the trap card is, either *strength* or *magic*.
2. Choose one hero whose **strength or magic attribute** you will use for this combat.
3. Roll a six-sided die. Add the result to the hero's corresponding attribute including any bonuses from the equipped gear cards. If the **result is equal to or greater than the trap card's number the challenge is resolved.**

For example. The heroes encounter a spiked pit trap, which has a strength attribute of 7+. You choose your warrior who is equipped with a steel sword to resolve the trap. You roll a six-sided die. The result of the roll is 3. You add 3 to the warrior's strength attribute of 4, plus another 2 points bonus from the steel sword (3+4+2= 9). The final result is 9. 9 is definitely higher than 7, thus the challenge is safely resolved.

4. If the **result is lower than the attribute number of the minion, the heroes suffer the penalties written on the trap card.**

For example. The warrior has a final result of 6 against the Spiky pit trap's number of 7. The player now has to discard one equipped gear card from one of his heroes.

5. If not specified, the trap affects the chosen hero only.
6. If you do not have a hero that fulfills the attribute requirement of the trap, then the trap's effect takes place immediately.

Cooperative Multiplayer Option

In multiplayer mode, all rules for the combat, and challenge are the same. There are slight variations during the preparatory phase. Below are the variations.

1. **Preparatory Phase:** During the first preparatory phase, each player decides and takes the hero card of their choice and puts it in play. The other hero cards are placed in the hero deck as per single player rules.
2. Each player draws 3 cards, and can choose to **equip a gear card to his hero.**
3. **Dungeon phase:** The dungeon phase proceeds as normal, the only difference is that discussions among players of who will attack, support, or resolve a trap is done. Drawing a loot number is done only by the last main attacker. In case all players participated in defeating a boss, the last player that delivered the killing blow gets to draw for loot. If a support attacker helps in an assist roll, it is up to the agreement of the main attacker and support attacker who will draw for loot.
4. Each player takes turns in drawing from the dungeon deck, and by default, whoever draws a card must resolve it, unless otherwise discussed with the group.
5. **Preparatory Phase:** Trading equipment can be done randomly in this game. If two players decide to trade, they randomly pick a card from the other player's hand. Trading can be done once per player per preparatory phase.
6. If a player's hero dies, he is out of the game, alternatively, if the player has a spare hero card in his hand, he can choose to play that hero as replacement to the one he initially lost.

Customizing your game

There are a variety of ways to customize your game session. Below are a few suggestions.

1. **Pick one of the two End Game cards as your goal.** The end game boss is the harder option and will require planning, luck and skill to beat. The end game loot on the other hand is basically a goal card to reach in the dungeon.
2. **Customize encounters to your liking.** Each boss, minion or trap require either strength or magic attributes. You may decide to set aside all magic attribute encounters, or strength encounters to your liking. Alternatively, you may even set aside difficult bosses and minions for a faster game. But keep in mind that the lesser encounters you have, the lesser chances of you to draw from your own hero deck.
3. **Set card limit.** The default dungeon deck is 26 cards. You can limit the deck to 15 cards or less, if you are short of time.
4. **Rescue mission.** This customization is a bit different. Pick one hero card and shuffle it into the dungeon deck. (One blue card among the red cards). That hero card is now a prisoner in a dungeon, and your heroes must fight their way to rescue him. Once you draw the chosen hero card from the dungeon, play the hero at your side immediately. Continue the game until you fulfill one of the two end game cards.
5. **Customizing the endgame boss.** If the actual end game card is too strong, then simply swap him out for any of the bosses in the dungeon deck. When you defeat that chosen boss, then you win the game.

Final Notes:

Included in the deck is a reference card with all the summarized information in this short rule book.

For any queries, updates and previews for future expansions and other similar games from the author, join the Half Deck Dungeon Guild in facebook.

Link: <https://www.facebook.com/groups/1000414100470890>