

Another boardgame player aid by

Universal Head

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headleshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: THE WARLOCK OF FIRETOP MOUNTAIN Pub: Games Workshop (1986)	v 1 Apr 2010
Page 1: Rules summary (front) Page 2: Rules summary (back)	
Print on card (ensure you are printing at 100% scale) laminate and trim to size.	

THE WARLOCK OF FIRETOP MOUNTAIN

Setup

Sort the cards into 4 decks and shuffle.

Place one **Treasure** card face-down in each room on the board (except the *Warlock's Study* and the *Treasure Room*).

Place the **Fixed Encounter** cards in their appropriate rooms. Place one **Encounter** card face-down on top of each Treasure card in the remaining rooms.

Place the **Treasure Chest** in the Treasure Room.

Give one blank **Key** card to each player (discard the remaining blanks). Shuffle the 9 remaining Key cards and place 3 cards under the Treasure Chest. Distribute the remaining cards to the players (if 4 or 5 are playing, spare cards are given to the players with the lowest *Skill* scores).

Shuffle the **Maze** cards and place 1 face down on each Maze space.

Each player takes a playing piece and places it on the Entrance.

Battles between adventurers cannot start until each has entered and left at least one room.

The player with lowest *Skill* score starts and play proceeds clockwise.

Creating Characters

Each player creates an adventurer by rolling scores and noting them on his Adventure Sheet.

Skill d6: 1-2=9; 3-4=10; 5-6=11

Stamina 2d6+12 When an adventurer's Stamina is reduced to zero he is dead.

Luck d6+6

Skill and Luck may never exceed their initial value.

Other Starting Equipment

Sword Only one sword can be used at a time and a maximum of two carried by an adventurer. It does not count towards items carried.

Rucksack Can carry a maximum of 6 items of Treasure. Gold and Provisions do not count towards this limit.

Lantern Used to light the way through Secret Passages.

Provisions Every adventurer begins with 3 Provisions.

Eating 1 Provision restores 4 Stamina Points. They can be eaten at any time except when in a fight or potentially involved in one (eg, entering a room), or if Provisions have been eaten the previous turn. Nothing else can be done in the turn Provisions are eaten.

Extra Provisions and Gold Pieces

Subtract the adventurer's Skill score from 12 to determine how many extra Provisions and/or Gold Pieces can be taken at the start.

Testing for Luck

Roll 2d6; if the total is less than or equal to current Luck the player has been *lucky*; if greater, *unlucky*.

Each time a player tests for Luck **deduct one from his current Luck score** whatever the outcome.

Sequence of Play

Movement

Resolve Encounters

Take Treasure Card

Movement

Players **roll 1d6 for movement**. Adventurers may not move diagonally.

If a 1 is rolled, the player may make a **Key Challenge**.

An adventurer must stop if he enters a room; any surplus movement is lost.

If he passes through a space with another adventurer or discarded treasure in it, he may stop and deal with the encounter and end his move, or ignore the encounter and continue moving.

If movement ends in a room, the player must take the **Encounter** card (if present) and resolve the encounter.

Once resolved the adventurer may claim the **Treasure** card. Treasure cards are kept hidden from other players until used, except for Gold Pieces and Provisions, which are noted on the adventurer's sheet and then discarded.

No permanently occupied room may be re-entered until another adventurer has entered and left the room.

Battles

A player is nominated to fight for the monster. Battles are fought as a series of **Attack Rounds**:

1. Monster rolls 2d6 and adds Skill
2. Player rolls 2d6 and adds Skill
3. The loser with the lowest total loses 2 Stamina
4. If totals are the same, continue to next round

This is repeated until one combatant's *Stamina* is reduced to 0 and he dies. Defeated monsters are removed from the board.

Optional Rule: a double 6 that wins the round will do double damage.

If an adventurer *Escapes* from a monster, its card is turned back face-down and its Skill and Stamina return to their starting levels.

An adventurer killing a monster gains 1 Luck point (Luck may not exceed its initial value however).

Escaping

An adventurer may **escape** a combat after at least one round of combat has been resolved and before the next has begun.

Roll d6 and consult the **Escape Table**.

If escaping from a monster in a room, the figure is placed just outside the door he entered.

If escaping from another adventurer, move 4 spaces away in any direction. An occupied room must be resolved next turn and secret passages cannot be used to escape.

If an adventurer chooses to escape a combat between two adventurers, the other may claim all Treasure cards representing **Keys** (not Key cards) from his opponent.

Alternatively he may claim one Treasure card, choosing at random or, if he knows what cards are held by his opponent, naming one and claiming it.

The victor can also steal the loser's lantern if he wishes.

Keys

Players make **Key Challenges** to find out which Key cards are held by other players and thus deduce which keys open the Treasure Chest. They also must collect the correct Keys.

The keys to open the Treasure Chest need not all be on the same Bunch of Keys.

The Key Challenge

Players may make a **Key Challenge** when they roll a 1 for movement.

The player nominates a key number and other players hold out, face-down, either a Key card with that number on it, or a blank Key card if they do not have that number. The Key Challenger then looks at all the cards being held out.

Players are encouraged to threaten, bribe or confer to gain information about each other's Key cards, but can only do so if their figures are on the same space. Players may arrange meetings however.

The Warlock's Treasure Chest

When an adventurer arrives in the **Treasure Room** he may make a Key Challenge; however keys may only be named if the player holds those particular numbered keys on Treasure cards.

If any of the suggested keys were wrong the player must announce how many, and his figure is transported to the south bank of the river and his turn ends.

If all the players hold out blank cards the Challenge is correct and the Challenger wins the game.

Secret Passages

Secret Passages can only be entered from the square *next* to the iron ring on the entrance. A player leaving a secret passage must exit via this square also.

An adventurer landing on a Secret Passage square ends his turn immediately. Next turn he may move to any of the other Secret Passage entrances of the same colour and then move as normal.

If an adventurer has lost his **lantern** or it has been stolen, he must roll d6 to find out where he will exit (it may be the same place he entered).

The only way of recovering a lantern is by stealing one from another player.

No fighting is allowed on a Secret Passage square.

The River

An adventurer attempting to cross the river (from either side) may pay **3 gold** to use the ferry; punt a **raft** across (test for Luck) or try the **bridge** (roll d6 to determine result).

Falling into the river results in a battle with the **Crocodile**; if killed, another will take its place for the next adventurer.

The Maze

The short cut through the **Maze** is determined by the Maze cards.

When an adventurer reaches a space adjacent to the Maze, his turn ends. On his next turn the Maze card is revealed. If facing a dead end, the adventurer must miss a turn before continuing in another direction.

After an adventurer has investigated and possibly passed through a card, it is flipped face-down again.

Death

If an adventurer is **killed** all his Treasure cards are placed on the board where he died.

They are hidden and may only be reclaimed by that player if he re-enters the game. Key cards are not left behind. The player may then roll up another character and re-enter the game from the Entrance.

If the death was a result of a fight with another adventurer, the victor claims all the loser's Treasure cards, Gold, Provisions and his lantern.

He may leave behind any Treasure cards he does not want, which may then be picked up by any player landing on that space.

Winning the Game

The first player to reach the Warlock's treasure room and open his **Treasure Chest** with the correct combination of **Keys** wins the game.