



# THE ESOTERIC ORDER OF GAMERS ORDEROFGAMERS.COM

Dedicated to immersive, thematic tabletop games. Rules summaries, foamcore plans, battle reports, interviews, reviews, videos, tutorials – and lots more.

FOLLOW THE  
EOG AND  
DON'T MISS  
A THING!



VIDEOS  
EsotericOrderGamers



TWEETS  
@EOGamers



PHOTOS  
orderofgamers



NEWS  
EOGamersFB

# SUPPORT ME SO I CAN MAKE MORE GUIDES LIKE THIS ONE!

Since 2004, I've been supplying tabletop gamers with **hundreds of free high-quality rules summaries!** And the Esoteric Order of Gamers features **hundreds of entertaining and informative videos** about our excellent hobby.

It takes time and money to do this work, and **just a few \$ a month** really does help me do much more. Join the official EOG community – and get bonus rewards too!

## **PATREON.COM/ESOTERICORDER**

*Thankyou! Peter (Universal Head)*

# v1.3

Jun 2021

Game: **CLAUSTROPHOBIA 1643**

Publisher: **MONOLITH (2019)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Player reference Humans front x2**

Page 4: **Player reference Infernals front x2**

Page 6: **Player reference back x2**

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.

If you need exceptional quality graphic design  
for your next project, visit [universalhead.com](http://universalhead.com)

Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers




# CLAUSTROPHOBIA


## 1643

### SETUP

One player plays the **human** faction and the other the **infernal** faction.

Select a **scenario** and set up the tile layout, the specific forces each player has access to, victory conditions, specific location effects etc.

 **The human player** takes the specified miniatures and their corresponding assembled boards. If the Redeemer is available and has gifts, place the gift tokens in the appropriate slots of the Redeemer warrior board. Place equipment cards next to the appropriate warrior boards. Take the activation dice and shuffle the deck of instinct cards.

 **The infernal player** takes the specified miniatures. Place the **board of destiny** in front of you. Take the assembled boards of the appropriate infernals. Take the 6 destiny dice and place them in the available dice pool on the destiny board. Take all of the Prima Matiera gems and shuffle the deck of event cards.

If two rules seem to contradict each other, apply the following priority hierarchy: scenario > tile > Western warrior board > demon, hellhound and tough troglodyte board > board of destiny > gift token > equipment card > event card > instinct card > rulebook rules.

### SEQUENCE OF PLAY

The game is divided into **turns**, each of which consists of 5 **phases** played in order:

#### 1. HUMAN PLAYER PREPARATION PHASE

1. Discard all instinct cards played during the last turn, placing them in the instinct deck discard pile. Remove all previously allocated activation dice. Remove exhausted state tokens and any other invalid tokens.

2. Roll as many activation dice as there are active warriors.

3. Select an activation die for each of your warriors and place it on the warrior's board in the space indicated according to that die result.

Choose to add a single instinct card to each of your active warriors. Choose which of the 2 effects enter play. Place the card next to the selected warrior's board with the chosen effect visible.

- change the rolled value on the activation die to that shown on the instinct card. Place that activation die in the appropriate slot on the line of activation; OR

- apply the effects as described on the card.


4. Apply any further effects created by the activation dice's final value to each of the warriors (some warriors can draw additional instinct cards and/or activate gifts).

The final placement of the activation die determines the line of activation. This turn, the warrior's statistics, available gifts and available instinct cards are defined by this line.

#### Exhausted

If a final activation die value assigns it in a line of activation that has been cancelled by a damage marker, that warrior becomes **exhausted** for that turn. Place an exhausted state token on that warrior's board; they are considered exhausted.

#### Instinct

➔  If an activation die is assigned to a line of activation that is not exhausted and contains an **instinct** icon, you may draw an instinct card into your available instinct card hand.

The number of instinct cards that you may have in your hand at any one time is limited to the amount of warriors that you start the game with. If that number is exceeded at any time, you must immediately discard down to that number, placing the discarded cards in the instinct card discard pile; none of their effects can be used.

The remaining hand of instinct cards can be used during your next preparation phase.

#### Gifts

If an activation die is assigned to a line of activation that is not exhausted and contains a **gift** icon, apply that gift's effect.

#### Healing

The effects of certain cards can 'heal' a previously canceled line of activation. In this case, remove the corresponding damage marker. If the line that has just been healed is the line designated by the warrior's activation die in the preparation phase, they are no longer considered to be exhausted and can act normally.

#### 2. HUMAN PLAYER ACTIVATION PHASE

Each human warrior can now perform any action. Each warrior is activated 1 warrior at a time, and must complete their activation before the next warrior starts theirs.

During their activation, a warrior can:

- move first, then perform an action; OR
- perform an action first, then move.

Both movement and performing an action are optional.

A warrior cannot begin to move, perform an action, and then finish their movement.

The different possible actions are:

- enter combat
- perform an action described in the scenario (denoted by the keyword **action**).
- Use any of their equipment (denoted by the keyword **action**).

#### Exhausted (exhausted state token)

Any warrior that has an exhausted state token on their board has the following statistics until the next preparation phase:

0  0  3 

In addition, they can no longer use any talents and do not draw an instinct card. They do not benefit from any of the advantages linked to their equipment cards unless otherwise indicated on the card. However, they can benefit from any eventual bonuses to their statistics.

#### 3. INFERNAL PLAYER PREPARATION PHASE

1. Discard all event cards played during the last turn. Place these cards in the event deck discard pile next to the event card deck. Collect all of the dice of destiny located in the trigger spaces. This forms the available dice pool.

Dice of destiny located in the preparation spaces may also be added to the available dice pool.

2. You *must* roll 3 dice of destiny from your available dice pool. Dice of destiny from the preparation spaces must be used if not enough dice of destiny from the available dice pool are available.

3. Allocate all of the rolled dice in whatever manner you like between the different preparation spaces. These spaces can be empty or already have dice on them during this distribution.

4. Check whether the active powers' trigger conditions have been fulfilled. If fulfilled, move the dice of destiny in the preparation spaces into the trigger spaces. If not fulfilled, the allocated dice of destiny remain in the preparation spaces.

Fulfillment may occur during the next preparation phase with the allocation of further dice.

#### Event card hand size restriction

The number of event cards you may have in your hand at any one time is limited to 4. If that number is exceeded at any time, you must immediately discard down to 4. Place the discarded cards in the event card discard pile; none of their effects can be used.

Event cards can be used at the time indicated in their description and must then be discarded.

#### 4. INFERNAL PLAYER THREAT PHASE

Once the dice of destiny have been allocated and the powers triggered, the infernal player can bring their demon warriors into play. Do so this, you can spend as many TP as you choose from your threat point storage zone, taking into account the cost of each warrior and their associated restrictions.

In most scenarios, the infernal player has a demon reserve pool of 11 troglodytes, 2 hellhounds and at least 1 demon, from which they take the miniatures to bring into play.

**The infernal player can trigger the power of their demon during its preparation phase even if its miniature is not yet in play.**

Choose the tile or tiles on which your warriors are brought into play, taking into consideration any tile occupation limits. The chosen tile must have at least 1 unexplored opening (an opening is considered 'unexplored' when it does not lead to another tile), and it must not contain any enemy warriors.

Warriors that are brought into play during the threat phase can act normally during the following activation phase.

#### 5. INFERNAL PLAYER ACTIVATION PHASE

Each infernal warrior on a tile can be activated. Each warrior is activated one warrior at a time and must finish their activation before the next warrior can be activated.

During their activation, a warrior can:


- move first, then perform an action; OR
- perform an action first, then move.

Both movement and performing an action are optional. A warrior cannot begin to move, perform an action, and then finish their movement.

The different possible actions are:

- enter combat
- perform an action described in the scenario (denoted by the keyword **action**).

### MOVEMENT

Movement is always optional. A warrior moves by leaving a tile by an opening. They can move as many times as they wish within the limit of their  value.

Leaving a tile costs 1 .

Some tiles have an effect with unfortunate consequences for the warriors.

Tiles are considered **adjacent** if they are in edge to edge contact and an 'opening' connects them directly to each other.

**Tile occupation rule:** to move onto a tile, the player controlling the warrior who moves must check that the destination tile can accommodate them.

A tile cannot accommodate more warriors of each faction than is given by the tile occupation limit, as indicated on the tile.


**Blocking rule:** a warrior can only leave a tile containing enemy units if there are at least as many warriors from their faction as there are enemies.

#### Exploration

The infernal warriors cannot explore an unexplored opening.

During their movement, each human warrior can leave a tile to explore an unexplored opening to reveal a new tile; this is called **exploration**. An opening is unexplored if it does not lead immediately to another tile.




Carry out these steps to explore:

1. The human player places their warrior on the opening they wish to explore.
2. The infernal player takes the first tile from the pile and places it in contact with the opening to be explored, any way they like, as long as the new tile is accessible to the warrior exploring it.
3. The human player then moves their warrior onto the new tile.
4. Any effects the tile generates are triggered.
5. The human warrior may continue to move or explore additional tiles if they still have any remaining  points.

If, after exploring an opening, the play area is left with no more unexplored openings, the last tile to have been placed is discarded by the infernal player and a new tile is drawn, and so on until a tile with an unexplored opening appears.

### COMBAT

A warrior can attack an enemy warrior on the same tile. When a warrior attacks, the player who controls them carries out these steps:

1. Choose which of the enemies on the same tile you are going to target. A target can be a human warrior, a demon, a hellhound, a special troglodyte or all of the troglodytes present on the same tile.
2. Roll a number of combat dice equal to the warrior's **combat points** .  
Each die with a value higher than or equal to the selected target's **defense points**  is a hit.  
A  result on a combat die is always a hit.
3. The player that controls the warrior or warriors that have been hit must then allocate the hits.

**Allocation of hits on troglodytes:** A single hit is enough to kill a troglodyte as they only have 1♥. Remove the miniature from the play area and return it to the demon warrior reserve pool. If several hits are successful, any additional hit is transferred to the next remaining troglodyte on the same tile. Each successful hit kills 1 troglodyte.

**Allocation of hits on a hellhound:** The infernal player places a damage marker for each successful hit on the corresponding hellhound's board. As soon as that damage equals or becomes greater than its ♥, the hellhound is killed, and the miniature is not returned to the demon warrior reserve pool but instead permanently removed from the game.

**Allocation of hits on a demon:** The infernal player places a damage marker for each successful hit on the corresponding demon's board. As soon as that damage equals or becomes greater than its ♥, the demon is killed, and the miniature is removed from the game and placed back into the demon warrior reserve pool. The second time the demon is killed, the miniature is not placed into the demon warrior reserve pool but is permanently removed from the game.

**Allocation of hits on a Western warrior:** Each successful hit requires the human player to select a line of activation. Place a damage marker in the corresponding space and that line is then considered canceled. Once all 6 lines of activation of a Western warrior have been canceled, they are killed, and their miniature is immediately removed from the game.

If the selected canceled line of activation corresponds to the activation die, that warrior is not considered 'exhausted'. A Western warrior becomes exhausted *only* when they receive an activation die that matches a previously canceled line during the preparation phase.

## EQUIPMENT

Some human warriors can benefit from equipment that increases their statistics or gives them special abilities. The conditions for obtaining these equipment cards are described in each scenario.

Warriors cannot exchange this equipment, drop it, pick it up, or destroy it. Equipment is removed from the game when the owner is either killed or leaves the game.

## TALENTS

Some warriors have talents which give them extra abilities during the game. A Western warrior cannot use any talent while they are considered to be exhausted.

A warrior cannot combine the effects of a single talent.



### Blessed

The warrior can, during the preparation phase after the activation die have been assigned, bless another warrior of their choice.

A warrior cannot be blessed and at the same time receive an instinct card (faith and animal instinct do not mix well!). The blessed warrior gains either a bonus of +1♣ or +2♠ until the end of the following activation phase. Furthermore, if the line of activation that the warrior was using is canceled, it is immediately healed.

Place the blessing token, showing the appropriate side, on the blessed warrior's board.

This talent can only be used once per scenario. Discard the blessing token at the end of the activation phase of the warrior.



### Bodyguard

During an attack the warrior can choose to suffer a number of hits allocated to an allied warrior in combat, on the same tile.



### Devoted

The warrior can use certain gifts (scenario dictated) associated to certain lines of activation of their board.

If the die chosen for this warrior corresponds to the line of activation of one of their gifts, it can be used.



### Elusive

The warrior can move without taking into account the number of enemy warriors. They are therefore not affected by the blocking rule.

If the warrior is on the same tile as one or more enemies with impressive, the two talents cancel each other out and the normal blocking rule applies to all.



### Frenzied

The warrior can re-roll each combat die once if it did not produce a hit the first time during step 2 of a combat.



### Impressive

The warrior can prevent one or more enemies from leaving the tile that they are currently on.

If a warrior with elusive is on the same tile as one or more enemies with impressive, the two talents cancel each other out and the normal blocking rule applies to all.



### Ranged combat

The warrior can attack an enemy warrior on the same tile or on an adjacent tile.



### Resistant

The warrior ignores the first hit they suffer in each activation phase.

## GIFTS

The *devoted* talent allows the warrior who has it to use gifts. Which gifts are available to the owner of the talent are dictated by the scenario. For each of the indicated gifts, the player places the corresponding token on the warrior's board during setup. Each gift is associated with a die value. The gift is activated if the warrior receives an activation die of the same value and they are not exhausted.

### 1 / PUNISH THE EVIL

After having rolled the dice during a combat, the warrior with this gift strikes a hit for all result higher or equal to 2 irrespective of the ♠ of their target.

This gift has no effect if the warrior uses a grenade or a blunderbuss.

### 2 / AURA OF ANGER

The effect of this aura starts at the end of the preparation phase of the human player.

All allied warriors gain +1♠ until the beginning of the preparation phase of the human player. Mark the warriors by using an **anger token**.

### 2 / AURA OF COURAGE

The effect of this aura starts at the end of the preparation phase of the human player. Choose another allied warrior.

They gain +1♣, +1♠ and +1♠ until the beginning of the next human player's preparation phase.

Mark the chosen warrior's board using a courage token.

### 3 / ASSEMBLY

During their next preparation phase, the human player rolls 2 additional activation dice. These additional dice are then placed on the recipient's board to indicate receipt of the gift.

### 4 / LAYING ON OF HANDS

The effect of this gift starts at the end of the preparation phase of the human player.

The warrior with this gift can immediately heal the line of activation of their choice of an allied warrior on the same tile as them. Remove the corresponding damage marker.

### 5 / PRESCIENCE

At the end of the human player's preparation phase, they place the **prescience token** on the pile of tiles. The effect of this gift starts during the first exploration carried out during the following activation phase.

The human player secretly chooses the tile that is to be placed from the next 3 of the pile. Furthermore, they choose the orientation of this tile. They must however make sure that the chosen tile is accessible to the warrior who is exploring. The other 2 tiles are replaced on top of the pile in the order the player chooses. The human player removes the token from the pile after the gift has been used.

### 6 / SACRIFICIAL STRIKE

At the end of the human player's preparation phase, the warrior with this gift can strike a hit on a warrior of their choice on the same tile.

The human player then rolls a combat die. If the result is more than or equal to 4, the holder of the gift also suffers a hit. This gift can be used twice per human player's preparation phase.

## TILES

The **tile occupation limit**, along with a number to facilitate game setup, is indicated on each tile.



### Alarm

This effect is only triggered the first time a human warrior enters the tile.

During the next threat phase, the infernal player rolls 1 **additional die of destiny**. The infernal player places a die of destiny on the alarm tile dice space on the board of destiny.

After resolution of the effect, place a **triggered effect token** on the tile's icon.



### Booby-trapped tunnel

This effect is only triggered the first time a human warrior enters this tile. The infernal player rolls a die. If the result is 3 or more, the human warrior suffers a hit.

After resolution of the effect, place a **triggered effect token** on the tile's icon.



### Carnivorous tunnel

Each time a warrior on this tile is hit during a combat, the effects of that hit are doubled. When a troglodyte is hit on this tile, 2 troglodytes are killed instead of 1.



### Demonic well

The infernal player can always bring into play a demon or a hellhound on this tile; they do not need to follow the usual restrictions.

If they do so, **reduce the cost of the demon by 1 TP**.



### Devouring pit

For every warrior on this tile at the start of their preparation phase, the controlling player rolls a combat die. If the result is equal or higher than 4, that warrior suffers a hit.



### Flooded tunnel

When a warrior enters this tile, they must immediately end their movement (even if their ♣ point resource is not fully used up). Leaving this tile costs a warrior their full ♣ point resource.



### Fog

Any warrior on this tile has a ♠ of 6.



### Healing fountain

When this tile is placed, place 2 **miraculous water tokens** on it.

At the start of one of their preparation phases (before rolling the dice) the human player can discard one of these tokens to heal a line of activation of their choice from a warrior on this tile. The corresponding damage marker is removed from the warrior's board.

This healing effect can be carried out twice.



### Hole in the ground

When this tile is placed, the infernal player must place a **hole in the ground token** on another tile already in play.

Troglodytes consider all the tiles with a hole in the ground token and all the hole in the ground tiles as adjacent and can move between them. Ignore the blocking rule and the *impressive* talent if a troglodyte moves between tiles using a hole in the ground.



### Lair

The infernal player can always bring into play a troglodyte on this tile; they do not need to follow the usual restrictions.



### Luminescent mushrooms

The ♠ of any warrior on this tile can never be higher than 3.



### Sanctuary

The human player rolls a die for each of the infernal warriors who enters this tile. If the result is equal or higher than 5, that warrior suffers a hit.



### Stash

The effects of this tile are scenario dependent. After resolution of the effect, place a **triggered effect token** on the tile's icon.

If nothing is specified in the special rules of the scenario, the tile has no effect.



### Tomb

This effect is only triggered the first time a human warrior enters this tile. The human player draws an **instinct card**. After resolving the effect of the tile, place a **resolved effect token** on the tile's icon.

# CLAUSTROPHOBIA

## 1643

### TALENTS

A Western warrior cannot use any talent while they are considered to be exhausted.

A warrior cannot combine the effects of a single talent.



#### Blessed

The warrior can, during the preparation phase after the activation dice have been assigned, bless another warrior of their choice.

A warrior cannot be blessed and at the same time receive an instinct card (faith and animal instinct do not mix well). The blessed warrior gains either a bonus of +1 or +2 until the end of the following activation phase. Furthermore, if the line of activation that the warrior was using is canceled, it is immediately healed.

Place the blessing token, showing the appropriate side, on the blessed warrior's board.

This talent can only be used once per scenario. Discard the blessing token at the end of the activation phase of the warrior.



#### Bodyguard

During an attack the warrior can choose to suffer a number of hits allocated to an allied warrior in combat, on the same tile.



#### Devoted

The warrior can use certain gifts (scenario dictated) associated to certain lines of activation of their board.

If the die chosen for this warrior corresponds to the line of activation of one of their gifts, it can be used.



#### Elusive

The warrior can move without taking into account the number of enemy warriors. They are therefore not affected by the blocking rule.

If the warrior is on the same tile as one or more enemies with impressive, the two talents cancel each other out and the normal blocking rule applies to all.



#### Frenzied

The warrior can re-roll each combat die once if it did not produce a hit the first time during step 2 of a combat.



#### Impressive

The warrior can prevent one or more enemies from leaving the tile that they are currently on.

If a warrior with elusive is on the same tile as one or more enemies with impressive, the two talents cancel each other out and the normal blocking rule applies to all.



#### Ranged combat

The warrior can attack an enemy warrior on the same tile or on an adjacent tile.



#### Resistant

The warrior ignores the first hit they suffer in each activation phase.

### GIFTS

The *devoted* talent allows the warrior who has it to use gifts. Which gifts are available to the owner of the talent are dictated by the scenario. For each of the indicated gifts, the player places the corresponding token on the warrior's board during setup. Each gift is associated with a die value. The gift is activated if the warrior receives an activation die of the same value and they are not exhausted.

#### 1 / PUNISH THE EVIL

After having rolled the dice during a combat, the warrior with this gift strikes a hit for all result higher or equal to 2 irrespective of the of their target.

This gift has no effect if the warrior uses a grenade or a blunderbuss.

#### 2 / AURA OF ANGER

The effect of this aura starts at the end of the preparation phase of the human player.

All allied warriors gain +1 until the beginning of the preparation phase of the human player. Mark the warriors by using an **anger token**.

#### 2 / AURA OF COURAGE

The effect of this aura starts at the end of the preparation phase of the human player. Choose another allied warrior.

They gain +1, +1 and +1 until the beginning of the next human player's preparation phase.

Mark the chosen warrior's board using a **courage token**.

#### 3 / ASSEMBLY

During their next preparation phase, the human player rolls 2 additional activation dice. These additional dice are then placed on the recipient's board to indicate receipt of the gift.

#### 4 / LAYING ON OF HANDS

The effect of this gift starts at the end of the preparation phase of the human player.

The warrior with this gift can immediately heal the line of activation of their choice of an allied warrior on the same tile as them. Remove the corresponding damage marker.

#### 5 / PRESCIENCE

At the end of the human player's preparation phase, they place the **prescience token** on the pile of tiles. The effect of this gift starts during the first exploration carried out during the following activation phase.

The human player secretly chooses the tile that is to be placed from the next 3 of the pile. Furthermore, they choose the orientation of this tile. They must however make sure that the chosen tile is accessible to the warrior who is exploring. The other 2 tiles are replaced on top of the pile in the order the player chooses. The human player removes the token from the pile after the gift has been used.

#### 6 / SACRIFICIAL STRIKE

At the end of the human player's preparation phase, the warrior with this gift can strike a hit on a warrior of their choice on the same tile.

The human player then rolls a combat die. If the result is more than or equal to 4, the holder of the gift also suffers a hit. This gift can be used twice per human player's preparation phase.

# CLAUSTROPHOBIA

## 1643

### TALENTS

A Western warrior cannot use any talent while they are considered to be exhausted.

A warrior cannot combine the effects of a single talent.



#### Blessed

The warrior can, during the preparation phase after the activation dice have been assigned, bless another warrior of their choice.

A warrior cannot be blessed and at the same time receive an instinct card (faith and animal instinct do not mix well). The blessed warrior gains either a bonus of +1 or +2 until the end of the following activation phase. Furthermore, if the line of activation that the warrior was using is canceled, it is immediately healed.

Place the blessing token, showing the appropriate side, on the blessed warrior's board.

This talent can only be used once per scenario. Discard the blessing token at the end of the activation phase of the warrior.



#### Bodyguard

During an attack the warrior can choose to suffer a number of hits allocated to an allied warrior in combat, on the same tile.



#### Devoted

The warrior can use certain gifts (scenario dictated) associated to certain lines of activation of their board.

If the die chosen for this warrior corresponds to the line of activation of one of their gifts, it can be used.



#### Elusive

The warrior can move without taking into account the number of enemy warriors. They are therefore not affected by the blocking rule.

If the warrior is on the same tile as one or more enemies with impressive, the two talents cancel each other out and the normal blocking rule applies to all.



#### Frenzied

The warrior can re-roll each combat die once if it did not produce a hit the first time during step 2 of a combat.



#### Impressive

The warrior can prevent one or more enemies from leaving the tile that they are currently on.

If a warrior with elusive is on the same tile as one or more enemies with impressive, the two talents cancel each other out and the normal blocking rule applies to all.



#### Ranged combat

The warrior can attack an enemy warrior on the same tile or on an adjacent tile.



#### Resistant

The warrior ignores the first hit they suffer in each activation phase.

### GIFTS

The *devoted* talent allows the warrior who has it to use gifts. Which gifts are available to the owner of the talent are dictated by the scenario. For each of the indicated gifts, the player places the corresponding token on the warrior's board during setup. Each gift is associated with a die value. The gift is activated if the warrior receives an activation die of the same value and they are not exhausted.

#### 1 / PUNISH THE EVIL

After having rolled the dice during a combat, the warrior with this gift strikes a hit for all result higher or equal to 2 irrespective of the of their target.

This gift has no effect if the warrior uses a grenade or a blunderbuss.

#### 2 / AURA OF ANGER

The effect of this aura starts at the end of the preparation phase of the human player.

All allied warriors gain +1 until the beginning of the preparation phase of the human player. Mark the warriors by using an **anger token**.

#### 2 / AURA OF COURAGE

The effect of this aura starts at the end of the preparation phase of the human player. Choose another allied warrior.

They gain +1, +1 and +1 until the beginning of the next human player's preparation phase.

Mark the chosen warrior's board using a **courage token**.

#### 3 / ASSEMBLY

During their next preparation phase, the human player rolls 2 additional activation dice. These additional dice are then placed on the recipient's board to indicate receipt of the gift.

#### 4 / LAYING ON OF HANDS

The effect of this gift starts at the end of the preparation phase of the human player.

The warrior with this gift can immediately heal the line of activation of their choice of an allied warrior on the same tile as them. Remove the corresponding damage marker.

#### 5 / PRESCIENCE

At the end of the human player's preparation phase, they place the **prescience token** on the pile of tiles. The effect of this gift starts during the first exploration carried out during the following activation phase.

The human player secretly chooses the tile that is to be placed from the next 3 of the pile. Furthermore, they choose the orientation of this tile. They must however make sure that the chosen tile is accessible to the warrior who is exploring. The other 2 tiles are replaced on top of the pile in the order the player chooses. The human player removes the token from the pile after the gift has been used.

#### 6 / SACRIFICIAL STRIKE

At the end of the human player's preparation phase, the warrior with this gift can strike a hit on a warrior of their choice on the same tile.

The human player then rolls a combat die. If the result is more than or equal to 4, the holder of the gift also suffers a hit. This gift can be used twice per human player's preparation phase.



# CLAUSTROPHOBIA

## 1643

### BOARD OF DESTINY

#### ABYSSAL THREAT



**Condition:** the infernal player must allocate 1,2 or 3 dice of destiny of the same color to trigger this power.



**Effect:** the infernal player gains 3 TP per die of destiny allocated on the trigger space of this power.

#### SUPERNATURAL SPEED



**Condition:** the infernal player must allocate 2 dice with a white result to trigger this power.



**Effect:** the troglodytes gain +1 until the beginning of the next infernal player preparation phase. The infernal player allocates a speed token on the troglodyte image on the board of destiny as a reminder.

#### FRENZIED CREATURES



**Condition:** the infernal player must allocate 2 dice with a red result to trigger this power.



**Effect:** the troglodytes gain the frenzied talent until the beginning of the next infernal player preparation phase. The infernal player allocates the frenzied token on the troglodyte zone on the board of destiny as a reminder.

#### DARK DESTINY



**Condition:** the infernal player must allocate 1 die to trigger this power.



**Effect:** the infernal player draws the same number of event cards as the value of the die on the trigger space of this power. They choose one of them to add to their hand; then discard the others.

#### INTREPID CHARGE



**Condition:** the infernal player must allocate several dice with a total value of at least 7 to trigger this power.



**Effect:** during the threat phase, the infernal player can bring their warriors into play ignoring the empty tile restriction.

#### SNEAKY CHARGE



**Condition:** the infernal player must allocate several dice with a total value of at least 8 to trigger this power.



**Effect:** during the threat phase, the infernal player can bring their warriors into play ignoring any tile with an opening restriction.

### INFERNAL WARRIORS

#### TROGLODYTES

Each troglodyte costs 1TP to bring into play.

1+ 1 3 1

#### HELLHOUND

A hellhound costs 3TP to bring into play.

0+ 0 4 3

The infernal player has a maximum of 2 hellhounds in any one game.

When a hellhound is brought into play, the infernal player can use one of the die from their available dice pool to immediately trigger their power. The value of this dice of destiny is chosen by the infernal player and triggers that hellhound's power.

#### DEMON

The infernal player can only bring into play the demons specified by the scenario currently being played. The statistics, talents, abilities and powers of these demons are described on their boards.

The infernal player can trigger the power of the demon during its preparation phase even if its miniature is not yet in play.



# CLAUSTROPHOBIA

## 1643

### BOARD OF DESTINY

#### ABYSSAL THREAT



**Condition:** the infernal player must allocate 1,2 or 3 dice of destiny of the same color to trigger this power.



**Effect:** the infernal player gains 3 TP per die of destiny allocated on the trigger space of this power.

#### SUPERNATURAL SPEED



**Condition:** the infernal player must allocate 2 dice with a white result to trigger this power.



**Effect:** the troglodytes gain +1 until the beginning of the next infernal player preparation phase. The infernal player allocates a speed token on the troglodyte image on the board of destiny as a reminder.

#### FRENZIED CREATURES



**Condition:** the infernal player must allocate 2 dice with a red result to trigger this power.



**Effect:** the troglodytes gain the frenzied talent until the beginning of the next infernal player preparation phase. The infernal player allocates the frenzied token on the troglodyte zone on the board of destiny as a reminder.

#### DARK DESTINY



**Condition:** the infernal player must allocate 1 die to trigger this power.



**Effect:** the infernal player draws the same number of event cards as the value of the die on the trigger space of this power. They choose one of them to add to their hand; then discard the others.

#### INTREPID CHARGE



**Condition:** the infernal player must allocate several dice with a total value of at least 7 to trigger this power.



**Effect:** during the threat phase, the infernal player can bring their warriors into play ignoring the empty tile restriction.

#### SNEAKY CHARGE



**Condition:** the infernal player must allocate several dice with a total value of at least 8 to trigger this power.



**Effect:** during the threat phase, the infernal player can bring their warriors into play ignoring any tile with an opening restriction.

### INFERNAL WARRIORS

#### TROGLODYTES

Each troglodyte costs 1TP to bring into play.

1+ 1 3 1

#### HELLHOUND

A hellhound costs 3TP to bring into play.

0+ 0 4 3

The infernal player has a maximum of 2 hellhounds in any one game.

When a hellhound is brought into play, the infernal player can use one of the die from their available dice pool to immediately trigger their power. The value of this dice of destiny is chosen by the infernal player and triggers that hellhound's power.

#### DEMON

The infernal player can only bring into play the demons specified by the scenario currently being played. The statistics, talents, abilities and powers of these demons are described on their boards.

The infernal player can trigger the power of the demon during its preparation phase even if its miniature is not yet in play.



## SEQUENCE OF PLAY

### 1. HUMAN PLAYER PREPARATION PHASE

1. Discard instinct cards, remove activation dice, remove exhausted state tokens and any other invalid tokens.
2. Roll as many activation dice as there are active warriors.
3. Place an activation die on each of your warriors' boards in the corresponding space.

Choose to add a single instinct card to each of your active warriors and either apply the effect, OR change the rolled value on the die to that shown on the card.

4. Apply any further effects created by the die's final value.

If a die must be assigned to a line that has been cancelled by a damage marker, the warrior is **exhausted** and takes an exhausted state token, cannot any talents, does not draw an instinct card, and does not benefit from any equipment card advantages unless indicated.

➔ If a die is assigned to an unexhausted line with an **instinct** icon, draw an instinct card. You may have a maximum number of instinct cards equal to the number of warriors you started the game with.

### 2. HUMAN PLAYER ACTUATION PHASE

Activate each human warrior one at a time. During their activation, a warrior can move first, then perform an action; or vice versa.

Actions are: **combat**; **perform a scenario action**; or use **equipment**.

### 3. INFERNAL PLAYER PREPARATION PHASE

1. Discard event cards and collect your dice of destiny.
2. You *must* roll 3 dice from your available dice pool.
3. Allocate the rolled dice to preparation spaces.
4. If the active powers' trigger conditions have been fulfilled, move the dice into the trigger spaces.

You may have a maximum of 4 event cards.

### 4. INFERNAL PLAYER THREAT PHASE

Spend TP from your threat point storage, taking into account the cost of each warrior and their associated restrictions. **You can trigger the power of their demon during its preparation phase even if its miniature is not yet in play.**

A tile on which the warriors enter must have at least 1 unexplored opening and must not contain any enemies.

### 5. INFERNAL PLAYER ACTUATION PHASE

Activate each infernal warrior one at a time. During their activation, a warrior can move first, then perform an action; or vice versa.

Actions are: **combat**; or **perform a scenario action**.

## TILES



#### Alarm

Only triggered the first time a human warrior enters the tile. During the next threat phase, the infernal player rolls **1 additional die of destiny**. The infernal player places a die of destiny on the alarm tile dice space on the board of destiny. Afterwards place a **triggered effect token** on the tile's icon.



#### Booby-trapped tunnel

Only triggered the first time a human warrior enters this tile. The infernal player rolls a die. If the result is 3+, the human warrior suffers a hit. Afterwards place a **triggered effect token** on the tile's icon.



#### Carnivorous tunnel

Each time a warrior on this tile is hit during a combat, the effects are doubled. When a troglodyte is hit on this tile, kill 2 troglodytes instead of 1.



#### Demonic well

The infernal player can *always* bring into play a demon or a hellhound on this tile.

**Reduce the cost of the demon by 1 TP.**



#### Devouring pit

For every warrior on this tile at the start of their preparation phase, the controlling player rolls a combat die. On a 4+, that warrior suffers a hit.



#### Flooded tunnel

When a warrior enters this tile, they must immediately end their movement. Leaving this tile costs a warrior their full **+** point resource.



#### Fog

Any warrior on this tile has a **U** of 6.



#### Healing fountain

When this tile is placed, place 2 **miraculous water tokens** on it.

At the start of one of their preparation phases the human player can discard one of these tokens to heal a line of activation of their choice from a warrior on this tile. The corresponding damage marker is removed from the warrior's board.

This healing effect can be carried out twice.



#### Hole in the ground

When this tile is placed, the infernal player must place a **hole in the ground token** on another tile already in play.

Troglodytes consider all tiles with a hole in the ground token and all hole in the ground tiles as adjacent and can move between them. Ignore the blocking rule and the *impressive* talent if a troglodyte moves between tiles using a hole in the ground.



#### Lair

The infernal player can *always* bring into play a troglodyte on this tile.



#### Luminescent mushrooms

The maximum **U** of any warrior on this tile is 3.



#### Sanctuary

The human player rolls a die for each of the infernal warriors who enters this tile. On a 5+, that warrior suffers a hit.



#### Stash

Scenario dependent effects. Afterwards place a **triggered effect token** on the tile's icon.



#### Tomb

Only triggered the first time a human warrior enters this tile. The human player draws an **instinct card**. Then place a **resolved effect token** on the tile's icon.

## SEQUENCE OF PLAY

### 1. HUMAN PLAYER PREPARATION PHASE

1. Discard instinct cards, remove activation dice, remove exhausted state tokens and any other invalid tokens.
2. Roll as many activation dice as there are active warriors.
3. Place an activation die on each of your warriors' boards in the corresponding space.

Choose to add a single instinct card to each of your active warriors and either apply the effect, OR change the rolled value on the die to that shown on the card.

4. Apply any further effects created by the die's final value.

If a die must be assigned to a line that has been cancelled by a damage marker, the warrior is **exhausted** and takes an exhausted state token, cannot any talents, does not draw an instinct card, and does not benefit from any equipment card advantages unless indicated.

➔ If a die is assigned to an unexhausted line with an **instinct** icon, draw an instinct card. You may have a maximum number of instinct cards equal to the number of warriors you started the game with.

### 2. HUMAN PLAYER ACTUATION PHASE

Activate each human warrior one at a time. During their activation, a warrior can move first, then perform an action; or vice versa.

Actions are: **combat**; **perform a scenario action**; or use **equipment**.

### 3. INFERNAL PLAYER PREPARATION PHASE

1. Discard event cards and collect your dice of destiny.
2. You *must* roll 3 dice from your available dice pool.
3. Allocate the rolled dice to preparation spaces.
4. If the active powers' trigger conditions have been fulfilled, move the dice into the trigger spaces.

You may have a maximum of 4 event cards.

### 4. INFERNAL PLAYER THREAT PHASE

Spend TP from your threat point storage, taking into account the cost of each warrior and their associated restrictions. **You can trigger the power of their demon during its preparation phase even if its miniature is not yet in play.**

A tile on which the warriors enter must have at least 1 unexplored opening and must not contain any enemies.

### 5. INFERNAL PLAYER ACTUATION PHASE

Activate each infernal warrior one at a time. During their activation, a warrior can move first, then perform an action; or vice versa.

Actions are: **combat**; or **perform a scenario action**.

## TILES



#### Alarm

Only triggered the first time a human warrior enters the tile. During the next threat phase, the infernal player rolls **1 additional die of destiny**. The infernal player places a die of destiny on the alarm tile dice space on the board of destiny. Afterwards place a **triggered effect token** on the tile's icon.



#### Booby-trapped tunnel

Only triggered the first time a human warrior enters this tile. The infernal player rolls a die. If the result is 3+, the human warrior suffers a hit. Afterwards place a **triggered effect token** on the tile's icon.



#### Carnivorous tunnel

Each time a warrior on this tile is hit during a combat, the effects are doubled. When a troglodyte is hit on this tile, kill 2 troglodytes instead of 1.



#### Demonic well

The infernal player can *always* bring into play a demon or a hellhound on this tile.

**Reduce the cost of the demon by 1 TP.**



#### Devouring pit

For every warrior on this tile at the start of their preparation phase, the controlling player rolls a combat die. On a 4+, that warrior suffers a hit.



#### Flooded tunnel

When a warrior enters this tile, they must immediately end their movement. Leaving this tile costs a warrior their full **+** point resource.



#### Fog

Any warrior on this tile has a **U** of 6.



#### Healing fountain

When this tile is placed, place 2 **miraculous water tokens** on it.

At the start of one of their preparation phases the human player can discard one of these tokens to heal a line of activation of their choice from a warrior on this tile. The corresponding damage marker is removed from the warrior's board.

This healing effect can be carried out twice.



#### Hole in the ground

When this tile is placed, the infernal player must place a **hole in the ground token** on another tile already in play.

Troglodytes consider all tiles with a hole in the ground token and all hole in the ground tiles as adjacent and can move between them. Ignore the blocking rule and the *impressive* talent if a troglodyte moves between tiles using a hole in the ground.



#### Lair

The infernal player can *always* bring into play a troglodyte on this tile.



#### Luminescent mushrooms

The maximum **U** of any warrior on this tile is 3.



#### Sanctuary

The human player rolls a die for each of the infernal warriors who enters this tile. On a 5+, that warrior suffers a hit.



#### Stash

Scenario dependent effects. Afterwards place a **triggered effect token** on the tile's icon.



#### Tomb

Only triggered the first time a human warrior enters this tile. The human player draws an **instinct card**. Then place a **resolved effect token** on the tile's icon.