

The Dungeon of Dread

Welcome to The Dungeon of Dread. You and your band of adventurers have found the lair of a great dragon, filled with guardians, traps and treasures. But you are not alone! Other adventurers are in the dungeon as well and are attempting to steal the dragon's treasure too. Do you go slow, and try to gather everything in your path? Or race ahead, gathering up as much of the easy treasure as possible? Or do you attempt to make an alliance with one or more of the other factions – and risk betrayal – to take the hoard of the great dragon himself? The decision is yours...

The Data Card

<p>Model Name: Sample Elf</p> <p>Rank: model type: Unq Elite</p>	<p>Affiliation: Elves/Good Cost: 62</p> <p>Base: Std</p> <p>Race: Elf 14000</p>	<p>Cost: the point value of the model</p>
<p>Dmg: Damage Tracks – unwounded is 0, each additional track means another point of damage it can take before dying</p>	<p>DT 0 1</p>	
<p>MOV: Movement – the number of squares the model can move</p>	<p>MOV 6 5</p>	
<p>Dis: Discipline – used for Discipline checks in combat</p>	<p>DIS 6 5</p>	
<p>DV: Defensive Value – how hard the model is to hit (melee/ranged)</p>	<p>DV 8 7</p>	
<p>MD: Magical Defense – how resistant the model is to magic</p>	<p>MD 13 11</p>	
<p>S.A.: Special Abilities – special abilities the model has/can use</p>	<p>S.A.: Ranger/6</p>	
<p>MAV: Melee Attack Value – this # +1d10 vs. the opponent's DV</p>	<p>MAV 2 1</p>	
<p>#MA: # of Melee Attacks – melee attacks per Activation</p>	<p>#MA 1 S.A.: Weaponmaster</p>	<p>S.A.: Special Abilities – melee special abilities it has/can use</p>
<p>RAV: Ranged Attack Value – this # +1d10 vs. the opponent's DV</p>	<p>RAV 4 3</p>	<p>Rng: – standard/extended range</p>
<p>#RA: # of Ranged Attacks – ranged attacks per Activation</p>	<p>#RA 1 Rng: 18/24 S.A.: Indirect Shot</p>	<p>S.A.: Special Abilities – ranged special abilities it has/can use</p>
<p>CP: Casting Power – this # +1d10 vs. the opponent's MD, or this # +1d0 vs. MD 10 for non-attack spells</p>	<p>CP 7 6</p>	
<p>SP: Spell Points – the most expensive spell that can be cast/total spell points</p>	<p>SP 5/9 Tomes: Enchant, Restore</p>	<p>Tomes: spells available</p>

During your turn, each of your models may take 2 non-repeatable actions (that is, you cannot perform the same kind of action twice). These actions are as follows:

Move – travel a distance up to your maximum MOV value

Run – travel a distance up to your maximum MOV value +2, can only be used following a Move action

Charge – travel a distance up to your maximum MOV value +2, must end in base-to-base contact with an enemy

Focus – grants a +1 bonus to any Attack or Casting Checks in the same activation

Specialty – in addition to normal Specialty actions, the DC uses the following Specialty actions as well:

- pick up one piece of Loot
- search a Cache Marker (roll 1d10 for result)
- unlock or lock a door (MAV+RAV+d10 vs. DV 15 for Rogues only)

Combat – each model may take only one combat action per round, regardless of type. They are as follows:

- Fight – conduct one or more melee attacks (MAV+d10 vs. DV of the target, must be base-to-base)
- Fight (special) – bash a lock with a weapon (MAV+d10 vs. DV 15)
- Shoot – conduct one or more ranged attacks (RAV+d10 vs. DV of the target, must be in Rng and have LOS)
- Spellcast – cast a single spell (CP+d10 vs. MD 10 for friendly spells, vs. MD of target for hostile spells)

Free Actions – the following require no action to perform:

- use a piece of equipment (unless the equipment specifies that it requires another type of action)
- open or close an unlocked door