

BEGONE RULE BOOK



CHAPTER 1: SETUP

1.1 Choose Your Play Mode

Before anything else, decide how you'll be playing this session of The Begone:

- Campaign
- Rando
- Competitive (future expansion)

Each mode changes the tone and structure of your continued adventure, but all scenarios can be played as stand alone experiences.

Remember: You're choosing the vibe of the night as much as the rules.

1.2 Prepare the Play Area

1. Lay out the **game board**/play mat. - All room tiles must be placed within this space.
2. Ensure all **6 dice (6D)** are available. - These dice **show only 1, 2, and 3** on the faces.
3. Remove the **Home Room Tile** and set it aside (It will be labeled Home).
4. Shuffle all remaining **Room Tiles** and place them within reach of all players.
5. Place **Enemy Tiles** in a pile or container for random draws.
6. Shuffle the **Treasure Decks** (Armor, Weapon, Item) and place them where players can access them.
7. Set aside the **Companion Deck**.
8. Ensure the **Evil Creatures and How to Defeat Them (ECAHTDT) Handbooks** are available to all players.

Remember: The ECAHTDT Handbook is your lifeline during the Enemy Phase. Keep it close.

1.3 Deck Characteristics

Each deck in Begone has its own identity and impact on gameplay.

Treasure Deck Icons

Some cards include icons indicating how they function:

- **Instant Icon** — effect triggers immediately, no action required.
- **Action Icon** — requires an action to use.
- **Health Icon** — heals or increases HP.
- **Curse Icon** — must be played immediately when drawn.
- **Ranged Icon** — for weapons that will make all attacks ranged while equipped.
- **Magical Icon** — for weapons that will make all attacks ranged while equipped.

These icons are explained in detail later in the **Decks section**.

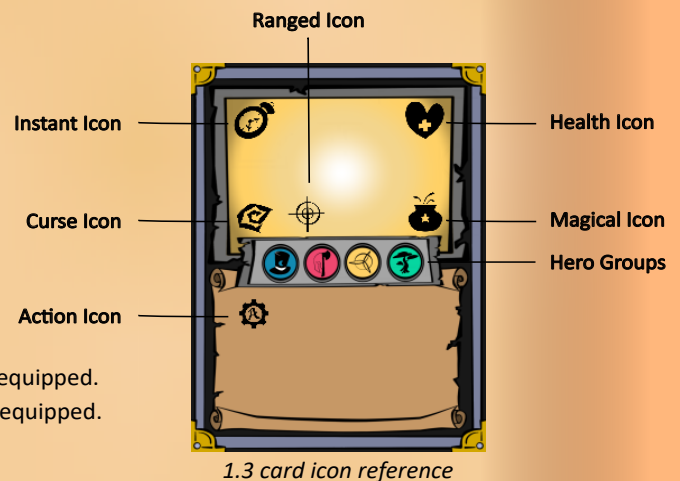
1.4 Choose Heroes

Each player selects a hero. Once chosen, gather:

- Hero game piece
- Hero tracker
- Hero death stone
- ECAHTDT Handbook

Each hero has unique abilities, roles, and playstyles. Only one of each hero may be used at a time.

Remember: Your hero choice shapes the team's identity — choose boldly.



1.5 Determine First Player

Choose who goes first using any method you like:

- Youngest player
- Next upcoming birthday
- Last person to eat a slice of pizza

1.6 Select the Scenario

How you choose a scenario depends on your play mode:

Campaign

Select the scenario that follows the last one you completed.

Rando

Choose a scenario at random — draw, vote, roll, or invent your own method.

Competitive

This mode will be expanded in future content.

Once a scenario is chosen, read its **Prep Section** to determine which tile set to use.

1.7 Starting the Adventure

Once heroes are chosen and the scenario is selected:

1. The first player places the **Home Tile** anywhere on the board.
2. Play proceeds clockwise.
3. Each player takes their turn, completing the **Hero Phase**.

Remember: The first tile placement sets the tone for the entire map. Choose wisely... or chaotically. Both are valid.

CHAPTER 2: BOARD & TILES

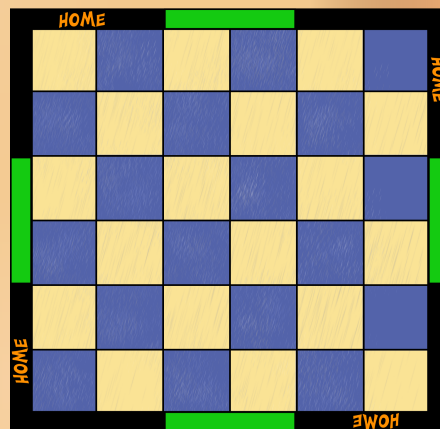
2.1 Overview of Room Tiles

There are **40 total room tiles** in Begone:

- 1 Home Tile
- 8 Single Door Tiles
- 11 Two Door Tiles
- 12 Three Door Tiles
- 8 Four Door Tiles

Shuffle all tiles except the Home Tile before playing.

Remember: The board grows like a living dungeon — unpredictable, sprawling, and shaped by your choices.



1.7 - Home tile reference

Home tile has home written around its edge

2.2 Discovering Rooms

When a hero enters an unexplored doorway, they **discover a new room tile**:

1. Draw the top room tile from the shuffled stack.
2. Place it so that doorways align logically with the existing map.
3. The discovering hero **must enter the new tile**.
4. Their movement pauses while **Room Population** occurs.
5. After population, the hero may continue moving if they still have movement remaining.

A hero may only discover **one room tile per turn**.

Remember: Once you step through a doorway, fate takes the wheel — and sometimes throws enemies at your face.

2.3 Tile Placement Rules

When placing a room tile:

- Align doorways whenever possible.
- Place tiles in a way that **allows the board to expand**, not collapse inward.
- **Do not** intentionally block off future tile placement unless the scenario forces it.

2.4 Room Tile Features

Each room tile contains up to four identifying characteristics:

1. **Doorways**
2. **Enemy Icon**
3. **Spawn Grid Spaces**
4. **Treasure Icons**

Let's break each one down.

2.5 Doorways

There are **three types of doorways**, each with its own rules:

Green Doorway — Open

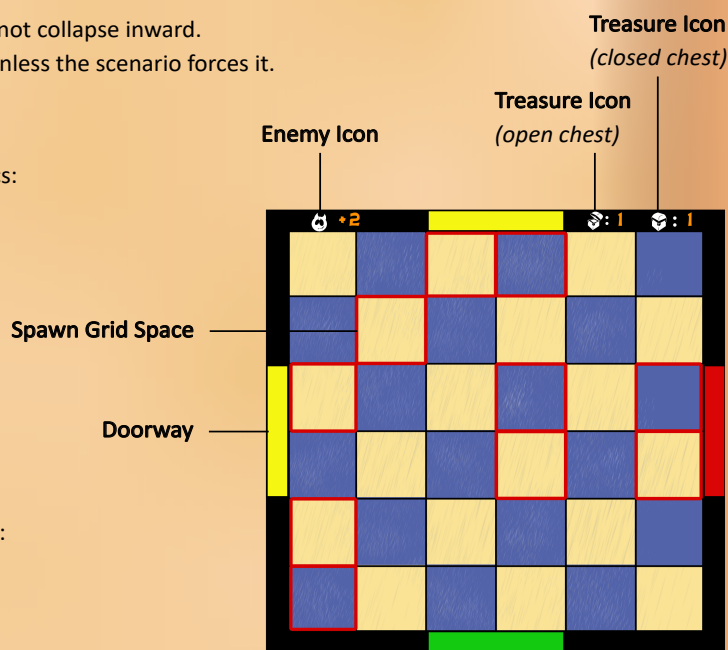
- Represents an open archway.
- Heroes and enemies pass freely.

Yellow Doorway — Closed but Passable

- Represents a door that is present but not locked.
- Movement is unhindered.
- **Line of sight is blocked** through yellow doors unless an ability says otherwise.
- Place an **unlocked token** on this doorway if needed.

Red Doorway — Locked

A red doorway must be **unlocked** or **broken down** before it can be used. Place a **Locked tile** on the doorway when discovered.



2.4 room tile features - reference

Doorways Cont.

Unlocking a Red Door

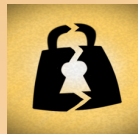
- Requires a **SMRTS roll of 4 or higher**.
- Once unlocked, the doorway becomes a **yellow door**.
- Place an **Unlock Tile** on the doorway.



2.5 locked tile

Breaking Down a Red Door

- Requires an **ATK roll of 5 or higher**.
- Once broken, the doorway becomes a **green door**.
- Place a **Broken Lock Tile** on the doorway.



2.5 broken lock tile



2.5 unlock tile

Door Hierarchy

When two doorways meet, the **highest color** determines the shared doorway's function:

- Red > Yellow > Green
- Example: A green door next to a red door behaves as a **red door** until unlocked or broken.

Remember: A single stubborn red door can ruin your whole escape plan. Treat them with respect — or brute force.

2.6 Enemy Icons

Some tiles show an **Enemy Icon** indicating how many enemies spawn when the room is discovered.

- If the icon is present the number of enemies equals the **number of heroes playing**.
- If the icon shows **+X**, add that many extra enemies.
- Example: With 3 heroes, an icon showing **+1** spawns **4 enemies**.

Tiered Enemy Spawns

If the icon includes a number in parentheses — e.g., **(1)** — this indicates how many of the spawned enemies may be **higher tier**.

For each potential higher tier enemy, roll **1 die**:

- **1** → Tier 1 (Standard)
- **2** → Tier 2 (Bully)
- **3** → Tier 3 (Monster)

Remember: Sometimes the dungeon sends a bully. Sometimes it sends a monster. Either way, you asked for adventure.

2.7 Spawn Grid Spaces

Some tiles include **red grid spaces**. These are the **only spaces** where enemies may spawn during Room Population.

The player who discovered the room chooses which open spawn spaces to place enemies in.

2.8 Treasure Icons

Room tiles may show:

- Closed Chest Icon
- Open Chest Icon

Each functions differently.

Closed Chest

- Indicates hidden treasure.
- Place a **Treasure Chest Tile** in the room.
- Heroes may attempt to discover it using an **action** but be within the room.
- Roll **3 dice** — a result of 6 or higher discovers the treasure.
- Any hero may attempt this on their turn.
- Once discovered, remove the chest tile from the room.



2.8 treasure chest tile

Open Chest

- Indicates an immediate treasure reward for the hero who discovered the room.
- Does **not** cost an action.
- Awarded during Room Population.

Collecting Treasure

To determine which treasure deck to draw from, roll **1 die**:

- **1** → Armor
- **2** → Weapon
- **3** → Item

Remember: Treasure is random. Sometimes you get a legendary blade. Sometimes you get a potato. Such is life.

CHAPTER 3: DECKS

There are **five decks** in Begone. Each one plays a distinct role in shaping your adventure and the chaos that unfolds in every room.

- **Item Deck**
- **Weapon Deck**
- **Armor Deck**
- **Widget's Deck**
- **Companion Deck**

Each deck interacts with gameplay differently, and all card text should be followed exactly as written.

Remember: Cards don't lie. They may ruin your plans, but they never lie.



armor deck icon



item deck icon



weapon deck icon



widget's deck icon



companion deck icon

3.1 Treasure Decks Overview

The three Treasure Decks — **Item, Weapon, Armor** — represent the core rewards heroes can earn during exploration, combat, and scenario events.

Some treasures may temporarily or permanently modify your stats, rolls, or abilities. Always follow the instructions on the card.

3.2 Item Cards

Item cards are **single use** unless stated otherwise. After use, they are **discarded** into the Item discard pile.

Item cards may include the following icons:

Action Icon

- Indicates an **action** is required to use.

Instant Icon

- The effect triggers **immediately** upon play.

Health Icon

- Indicates the card heals or increases a hero's HP.

Curse Icon

- Must be played **immediately** when drawn — does not cost an action.
- After resolving the effect, discard the card.

Remember: Curses don't wait politely for your turn. They strike the moment you touch them.

3.3 Armor Cards

Armor cards are **equippable treasures** that provide protection or stat boosts.

- Effects apply **only while equipped**.
- Armor may modify stats, rolls, or dice usage.
- See **Inventory and Equipped Slots** for rules on managing armor.

3.4 Weapon Cards

Weapon cards are **equippable** treasures that influence combat.

- Effects apply **only while equipped**.
- Some weapons may alter attack types, dice usage, ranged or melee, or special effects.

Hero Group Icons on Weapon Cards

Weapon cards are the **only** deck that is impacted by hero group icons:

- **Colored Icon** → A hero in that group **can equip** the weapon.
- **Gray Icon** → A hero in that group **cannot equip** the weapon, but **may carry it** in their inventory.

Ranged Icons on Weapon Cards

Equipped weapon cards with the **ranged icon** indicate that all attacks are now ranged.

Remember: Just because you can't swing it doesn't mean you can't sell it, trade it, or throw it at someone later.

3.5 Widget's Deck

This deck is used **only** by a player using the hero **Widget**.

- Contains the potions Widget can create using his **Alchemy** ability.
- There are **five copies** of each potion.
- Widget cannot create more potions than what exists in his deck.
- When a Widget created potion is used, it is returned to Widget's deck and may be crafted again.

3.6 Companion Deck

This deck contains cards describing the abilities and behavior of specific companions in Begone.

Starting Companions

Two heroes begin the game with companions:

- **River** → Starts with the **Spirit Animal** companion card.
- **Kaylee** → Starts with the **Guard Gun** companion card.

Ensure these cards are given to the appropriate players during setup.

Acquiring Companions

When a hero gains a companion during gameplay, the scenario or card will direct the player to retrieve the correct companion card from the deck.

3.7 Companions in Play

If a hero obtains a companion:

- Treat the companion as a **second hero character**.
- Follow the stats and rules on the Companion Card or in the ECAHTDT Handbook when necessary.
- Companions receive **2 actions per turn**.

Remember: Companions are helpful, loyal, and occasionally reckless. Treat them well — they bite enemies, not players.

CHAPTER 4: HEROES

The heroes of **Begone** are unique characters, each with their own abilities, stats, roles, and playstyles. Understanding your hero is essential before stepping into the dungeon.

Every hero comes with a **Hero Tracker**, which contains all the information needed to play them effectively.

Remember: Your hero isn't just a stat block — they're your identity in the chaos to come.

4.1 Hero Tracker Overview

Each Hero Tracker contains **five key components**:

1. **Abilities / Skills**
2. **Cooldown Trackers**
3. **Stats**
4. **Hero Group**
5. **HP Tracker**



4.2 Abilities & Skills

Every hero has up to **three unique abilities**. These abilities may:

- Cost an action
- Have a limited number of uses per turn
- Have a **Turn Cool Down (TCD)**
- Modify combat, movement, or room dynamics
- Support allies or disrupt enemies

Action Requirements

If an ability requires an action, it will show the **Action Icon**. If the icon is **not** present, the ability does **not** cost an action.

Uses Per Turn

Some abilities specify a limit such as **"1 Per Turn."**

- If a limit is listed → follow it strictly.
- If no limit is listed → the ability may be used multiple times unless stated otherwise.

Turn Cool Down (TCD)

Some abilities require time before they can be used again.

- After using the ability, move the TCD slider to the number indicated.
- At the end of each of your turns, move the slider up by one.
- When the slider reaches the **Action Icon**, the ability becomes usable again on your next turn.

Remember: Cooldowns are the universe's way of telling you not to spam your strongest tricks... even if you really want to.

4.3 Cool Down Trackers

Located on the left side of the Hero Tracker, these sliders track how many turns remain before an ability becomes available again.

Each ability with a TCD has its own tracker.

4.4 Hero Stats

All heroes and enemies share the same four core stats:

- **ATK (Attack)**
- **DEF (Defense)**
- **SMRTS (Smarts)**
- **SPD (Speed)**

Each stat has a **number value**, which determines how many dice the hero rolls when performing actions using that stat.

Examples:

- ATK 3 → roll 3 dice when attacking
- SPD 2 → roll 2 dice when moving

Stats may be modified by:

- Items
- Armor
- Weapons
- Curses
- Scenario rules

Always follow the card or scenario text exactly.

4.5 Hero Groups

Every hero belongs to one of four Hero Groups:

Warriors

- The “tanks” of the team

Guardians

- Healers and buffers

Casters

- Magic users

Explorers

- Utility and support specialists

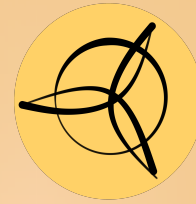
Hero Groups also determine:

- Which weapons a hero can equip

4.5 hero groups



warriors



guardians



casters



explorers

Remember: A team with mixed hero groups thrives. A team of all Warriors... well, they'll hit things very hard.

4.6 HP (Hit Points) Tracker

Each hero has a set amount of HP.

- HP decreases when taking damage.
- HP increases when healed by items or abilities.
- Heroes **cannot** be healed above their starting HP.
- If HP reaches **0 (skull icon)** → the hero dies for the scenario.

Death rules vary depending on play mode (explained in Gameplay Structure).

4.7 Inventory

Each hero can carry **3 treasures** of any type.

- Some items or passive abilities may increase this limit.
- Inventory is separate from equipped items.

4.8 Equipped Slots

Each hero has:

- **1 Weapon Slot**
- **1 Armor Slot**

These are your **equipped treasures**.

With inventory + equipped slots, a hero can hold:

- **2 equipped treasures**
- **3 inventory treasures**
- **Total: 5 treasures at one time.**

4.9 Dropping & Discarding Treasures

Dropping Treasures

If a hero receives a treasure that would exceed their inventory capacity or they don't want:

- They may choose to **drop** the treasure or a treasure from their inventory – to make room for the new one.
- **Equipped treasures cannot be dropped.**
- Place a **Treasure Tile** on the hero's space.
- Place the dropped card beside the board and track which tile it belongs to.

Discarding

Cards are discarded when:

- An Item card is used
- A scenario or ability instructs it
- An enemy destroys treasures

Discarded cards go to the **appropriate deck's discard pile** and do not re-enter play until the deck is depleted and reshuffled.

4.10 Picking Up Treasures

Heroes may pick up dropped or discovered treasures:

- Must be within **1 space** of the treasure
- Does not cost an action
- Any hero may pick up any treasure

***Remember:** Loot left on the ground is basically an invitation for enemies to ruin your day. Pick it up before they do.*

CHAPTER 5: GAMEPLAY STRUCTURE

There are **three ways** to play **Begone**, each offering a different experience and tone:

1. **Campaign**
2. **Rando**
3. **Competitive** (future expansion)

All gameplay—regardless of mode—follows the same core turn structure:

Hero Phase → Enemy Phase, repeated until the scenario ends.

***Remember:** Whether you're telling a grand story or just causing chaos for an hour, the dungeon doesn't care. It will try to kill you either way.*

5.1 Campaign Mode

Each scenario in Begone can be played as a stand alone adventure, but when played consecutively from first to last, they form a complete campaign story.

Starting a Campaign

- Begin with Scenario 1.
- After completing a scenario, move to the next one in sequence.

Death & Scenario Completion

- If all **heroes die**, the scenario ends immediately.
 - Reset the scenario.
 - Shuffle all decks and room tiles.
 - Try again.
- If **at least one hero survives** and all objectives are completed, the scenario is won.

Between Scenarios

In standard campaign play:

- All heroes **start fresh** at the beginning of each scenario.
- All armor, weapons, and items are **returned to their decks**.
- HP resets to full.
- Cooldowns reset.
- Death does not carry over.

5.2 Rando Mode

Rando is exactly what it sounds like:

Pick a scenario at random and jump in.

- Designed for casual, chaotic, low prep play.

5.3 Competitive Mode

Competitive mode is a **PVP game style**.

This mode will be expanded in future content, including:

- **Treasure Hunt**
- **Elimination**

Rules for these modes will be added once testing is complete.

5.4 Dying & Scenario Outcomes

Death is always lurking in Begone, but its consequences depend on the play mode.

If All Heroes Die

- The scenario ends immediately.
- Reset everything and try again.

If Some Heroes Die but the Scenario Is Completed

- The scenario is still won.
- Dead heroes return to life at the start of the next scenario (Campaign).
- All heroes start fresh with no carried items unless playing Hardcore.

5.5 Gameplay Variations

For players seeking a twist—or a brutal challenge—Begone includes optional gameplay variations.

Hardcore Mode

- When a hero dies, they remain dead **until resurrected**.
- If a hero is dead at the end of a scenario, they remain dead at the start of the next scenario.
- Heroes **keep all items and weapons** between scenarios.
- Decks and discard piles **do not reset** between scenarios. They are only reshuffled when fully depleted.

Difficulty Scaling

You can adjust the difficulty of Begone by modifying the **base monster spawn**.

The default difficulty is based on the number of players.

To Make the Game Easier

- Reduce the base spawn by **1 or more**.
- Example: With 5 players, set the base spawn to 4.

To Make the Game Harder

- Increase the base spawn by **1 or more**.

This simple tweak can dramatically change the game.

CHAPTER 6: HERO PHASE

The **Hero Phase** is the first half of every round. During this phase, each hero takes their turn in clockwise order, beginning with the player chosen to go first at the start of the scenario.

Heroes have **3 actions** on their turn unless a card, ability, or hindrance states otherwise. Most actions can be performed more than once per turn, apart from changing equipped items (and any restrictions noted on abilities or items).

Heroes may perform the following actions:

- **Move / Discover**
- **Attack**
- **Trade**
- **Interact**
- **Use an Item**
- **Change Equipped Items**
- **Use a Skill / Ability**

Remember: Your turn is your moment to shine — or panic. Choose your actions wisely.

6.1 Move / Discover

Movement is determined by your hero's **SPD stat**.

Movement Rules

1. Roll the number of dice equal to your **SPD**.
2. The total result is the number of spaces you may move.
3. You may move fewer spaces than rolled.
4. If you perform another action, any unused movement is lost.
5. Heroes cannot move diagonally.
6. Moving through a space occupied by another **hero** costs **1 space**.
7. Moving through a space occupied by an **enemy** costs **2 spaces**.

Discovering a Room

If your movement carries you through an unexplored doorway:

1. Draw and place a new room tile.
2. Your hero **must enter** the new room.
3. Movement pauses.
4. Perform **Room Population** (enemy spawns, treasure rewards, etc.).
5. After population, you may continue moving if you still have movement remaining.

Red Doorways & Movement

If the discovered room has a **red doorway** blocking the exit:

- You are **unable to exit that doorway** until the door is unlocked or broken down.

Unlocking or Breaking a Door During Movement

If you begin movement and use an action to unlock or break a door:

- You may continue your movement afterward, **regardless of success or failure**. But, secondary attempts, or more, cost an action.

Remember: Movement is freedom — until a red door reminds you otherwise.

6.2 Attack

Attacking is how heroes defeat enemies and progress through the dungeon.

- Attacks use **ATK**, **SMRTS**, or **SPD**, depending on the attack type. All base attacks use **ATK** by default.
- Roll the number of dice equal to the stat used.
- Attacks may be melee, ranged, or ability based.
- All attacks must maintain **line of sight**.

(Full combat rules appear in **Chapter 8: Combat**.)

6.3 Trade

Heroes may trade treasures with each other.

Trading Rules

- Both heroes must agree to the trade.
- Heroes must be in the **same room** and within **2 spaces** of each other (no more than one square between them).
- Any number of items may be traded at once.
- A hero cannot receive more items than they can carry.

Remember: Trading is teamwork — and sometimes bribery.

6.4 Interact

The **Interact** action covers any action requiring an **attempt roll**, including:

- Unlocking doors
- Breaking down doors
- Searching for treasure
- Performing scenario specific actions

(See Doorways and Treasure Icons for details.)

6.5 Use an Item

A hero may use one of their **Item Cards**.

- Follow the card's instructions exactly.

6.6 Change Equipped Items

Heroes may change their **equipped weapon or armor** during their turn.

Changing Equipment Rules

- If you **trade** for or **obtain** an equippable treasure you can use, you may equip it **immediately** at **no action cost**.
- If you want to switch an equipped treasure with one in your **inventory**, it **costs 1 action**.
- You may change **one or both** equipped slots with a single action.
- You may only change equipped items **once per turn**.
- You must change equipment **before** performing any attack actions.
- If you choose not to equip an item when you receive it, equipping it later **still costs an action**.

Remember: Equip before you swing. Mid battle wardrobe changes are frowned upon.

6.7 Use a Skill / Ability

Heroes may use any of their unique abilities.

Ability Rules

- If the ability shows the **Action Icon**, it costs an action.
- If no icon is shown, it is **free**.
- Some abilities have **Turn Cool Downs (TCD)**.
- Some abilities have **use limits per turn**.

(See Hero Tracker rules in Chapter 4.)

CHAPTER 7: ENEMY PHASE

The **Enemy Phase** begins immediately after all heroes have completed their turns in the Hero Phase. During this phase, enemies act according to their tier, stats, and the rules found in the **ECAHTDT Handbook**.

The Enemy Phase is divided into **three steps**:

1. **Enemy Movement**
2. **Enemy Attack**
3. **Enemy Destroying Treasure.**

7.1 Enemy Tiers

Enemies in Begone are divided into four tiers, each with its own difficulty and behavior:

- **Tier 1 – Standard** - Marked with a **Green base**
- **Tier 2 – Bully** - Marked with a **Yellow base**
- **Tier 3 – Monster** - Marked with a **Red base**
- **Tier 4 – Boss** - Marked with a **Black base**

Enemies are drawn at random unless the scenario specifies otherwise.

Boss enemies spawn only when scenario conditions are met.

7.2 Enemy Movement Step

At the start of the Enemy Phase:

- Roll **4 dice** to determine the movement for all **non-Boss enemies**.
- Boss enemies move based on their **SPD** like heroes, unless the scenario overrides this.

All enemies share the **same movement value** for that phase.

Movement Rules

- Enemies always move toward the **nearest hero**.
- If a hero is behind a **locked (red) door**, enemies will not move through it.
- Enemies stop moving once they reach their **maximum attack distance** from a hero.

Remember: Enemies don't wander. They hunt.

7.3 Enemy Attack Step

After movement, all enemies capable of attacking will do so.

Attack Rules

- Enemies attack the **nearest hero**.
- Each enemy gets **1 attack per turn**, unless a scenario or ability says otherwise.
- Enemies follow the same **melee and ranged attack distance rules** as heroes unless noted in the **ECAHTDT Handbook**.
- Some enemies have special effects or abilities that trigger at different times – which players should pay attention to.

Refer to the ECAHTDT Handbook for each enemy's stats and unique behaviors.

7.4 Instant Enemy Death (When Enemy Attacks)

There is only one situation where a hero can instantly defeat an enemy **during the enemy's attack**.

All of the following must be true:

1. The hero is **no more than 1 space away** from the attacking enemy.
2. If the enemy's attack is **magical**, the hero must have a **magical weapon equipped**.
3. The hero's **defensive roll is 4 or greater** above the enemy's attack roll.
 - Example: Enemy rolls a 3 → hero must roll **7 or higher** on their defensive roll.

If all conditions are met:

- The enemy is **instantly defeated**.
- The hero receives a treasure following the **Collecting Your Treasure** rules from the Room Tiles section.

Remember: Sometimes defense isn't just survival — it's payback.

7.5 Enemy Destroying Treasure Step

After movement and attacks, enemies may attempt to destroy or steal treasure left in rooms.

This Happens if an enemy is:

- In a room with a **dropped or left discovered treasure**, and
- Within **2 spaces** of that treasure,

...they will attempt to destroy or steal it.

Treasure Destruction Roll

Roll **2 dice**:

- **1–4**: Treasure remains.
- **5**: Enemy steals the treasure.
 - o The enemy now **carries** the treasure.
 - o When the enemy dies, the treasure is dropped and can be picked up immediately.
 - o Heroes with pickpocket abilities may attempt to steal it.
- **6**: Treasure is **destroyed** and discarded to the bottom of its deck.

Treasure That Cannot Be Destroyed

Enemies **cannot** destroy:

- Scenario required objects or treasures
- Undiscovered treasures
- Treasures associated with a hero's **death stone**.

Scenarios will specify when these exceptions apply.

Remember: Enemies don't just want you dead — they want your stuff gone too.

CHAPTER 8: COMBAT

Combat is a core pillar of Begone, and it occurs whenever heroes or enemies attempt to damage one another. Combat is resolved through attack rolls and defensive rolls, using the stats on Hero Trackers and the ECAHTDT Handbook.

There are three types of attacks:

1. Standard / Melee Attacks
2. Ranged Attacks
3. Ability Attacks

All attacks must maintain line of sight, and all combat follows the same fundamental structure. Attacks can be performed diagonally.

Remember: Combat isn't just about hitting hard — it's about hitting smart, hitting safely, and occasionally hitting first.

8.1 Attacking

An **attack** is any attempt by a hero to defeat an enemy, or by an enemy to damage a hero.

Attacks may use the following stats:

- **ATK (Attack)**
- **SMRTS (Smarts)**
- **SPD (Speed)**

The stat used will depend on the type of attack or the ability being used. All standard attacks use the **ATK** stat unless stated otherwise.

Attack Roll

To perform an attack:

1. Roll a number of dice equal to the stat being used.
2. Add the total.
3. Compare the result to the defender's defensive roll.

Line of Sight

Line of sight requires:

- No walls
- No doors
- No obstructions
- No enemies or heroes blocking the path

Attacks **cannot** pass through opposing forces. Meaning, heroes cannot attack an enemy if another enemy stands between them. Enemies follow the same rule when attacking heroes.

If a door is **broken down**, the broken lock tile indicates the doorway is now open and line of sight is allowed.

8.2 Defending

A **defensive roll** is made whenever a hero or enemy is attacked.

- Roll the number of dice equal to the defender's **stat** required for the defensive roll. All standard attacks are defended with the **DEF** stat.
- Compare the result to the attacker's roll.
- If the defender's roll is **higher**, the attack deals **no damage** to heroes, or the enemy is not defeated.
- If the attacker's roll is higher, the defender takes **damage equal to the difference**.

(Additional defensive rules appear in the ECAHTDT Handbook for specific enemies.)

8.3 Standard / Melee Attacks

Standard or melee attacks require the attacker to be **adjacent** to the target (no diagonal adjacency).

- Uses **ATK** unless a weapon or ability states otherwise.
- Must maintain line of sight.
- Cannot pass through enemies or heroes.

8.4 Ranged Attacks

Ranged attacks allow heroes or enemies to strike from a distance.

- Must maintain line of sight.
- Range may be determined by the weapon, ability, or enemy rules.
- Ranged attacks may use the **ATK**, **SMRTS**, or **SPD** stats, depending on the source.
- Standard range for ranged attacks is 6 spaces.
- Ranged attacks and weapons will be indicated using the ranged icon.

8.5 Ability Attacks

Some abilities allow heroes to perform special attacks.

- The ability specifies which stat to use.
- May have unique effects or conditions.
- May have certain attack exceptions and should be followed if stated.

Always follow the ability text exactly.

8.6 Damage & HP Loss

When an attack succeeds:

- The defending hero loses HP equal to the difference between the attack and defense rolls.
- If a hero's HP reaches **0**, they die for the scenario.
- If an enemy loses their defensive roll, they are defeated and removed from the board.
- Bosses may have different or additional requirements for defeat and should be followed if stated.

(Enemy death may trigger treasure drops or scenario effects.)

8.7 Combat Positioning

Positioning matters in Begone:

- Moving through an enemy space costs **2 movement**.
- Heroes cannot attack through other enemies.
- Enemies cannot attack through other heroes.
- Doorways, walls, and obstacles affect line of sight.

Remember: A single enemy standing in the wrong place can ruin your entire plan.

8.8 Special Enemy Effects

Some enemies have special rules that trigger:

- When they attack
- When they are present in a room
- When they take damage
- When they die

These effects are detailed in the **ECAHTDT Handbook** and must be followed exactly.

8.9 Instant Enemy Death (Hero Defense)

This rule appears in the Enemy Phase but is part of combat resolution, so it is included here for clarity.

A hero may instantly defeat an enemy **during the enemy's attack** if:

1. The hero is **no more than 1 space away** from the enemy.
2. If the enemy's attack is **magical**, the hero must have a **magical weapon equipped**.
3. The hero's **defensive roll is 4 or more higher** than the enemy's attack roll.

If all conditions are met:

- The enemy is instantly defeated.
- The hero receives a treasure following the **Collecting Your Treasure** rules.

Remember: Sometimes the best offense is an overwhelming defense.

8.10 Enemies Requiring Magical Defeat (Hero Attack)

Some enemies are required to be defeated with a **magical** attack.

Certain weapons or abilities can be deemed to be magical and will be indicated by **magical icon**.

Enemies required to be defeated magically are defeated if:

1. The attacking hero has a magical weapon equipped or,
2. They are using a magical ability that attacks enemies.
3. The enemy loses their **defensive roll**.

If conditions 1 or 2 **are not** true and the enemy requiring magical defeat loses their defensive roll:

1. The enemy requiring magical defeat is not defeated
2. The enemy is **hindered** and cannot move or attack the next enemy phase (this is clarified in the Hindrance rules).
3. A **hindrance** token is placed under the enemy.

8.11 hindrance icon/token



8.11 Hindrance

Some attacks, cards, and abilities of heroes and enemies can cause a **hindrance**.

A **hindrance** can cause an enemy or hero to be unable to move, attack, or both during the next hero or enemy phase – this will be indicated with the **hindrance icon**.

If a hero or enemy is hindered, place a **hindrance token** below their game piece until the **hindrance** is completed.

CHAPTER 9: DEATH, POWER OF EVIL & SCENARIO OUTCOMES

Death is an ever present threat in **Begone**, and how it affects the game depends on the scenario, the play mode, and the choices your team makes. This chapter explains what happens when heroes fall, how scenarios end, and how the mysterious **Power of Evil** can influence the battlefield.

Remember: In Begone, dying is easy. Staying alive is the real challenge.

9.1 Hero Death

A hero dies when their HP reaches **0** (the skull icon on their tracker).

When a Hero Dies

- Place the hero's **Death Stone** on the space where they fell.
- Any treasures associated with the hero (inventory or equipped) remain with the Death Stone unless scenario rules say otherwise.
- The hero takes no further actions for the remainder of the scenario.

Death in Different Play Modes

- **Campaign (Standard):**
Dead heroes return to life at the start of the next scenario.
All heroes begin each scenario fresh, with no treasures (inventory or equipped).
- **Rando:**
Death ends the scenario if all heroes fall. Otherwise, continue until objectives are complete.
- **Hardcore Variation:**
Death is **permanent** until a resurrection occurs.
Heroes keep all items between scenarios, and decks do not reset.

Remember: A fallen hero is not the end — unless you're playing Hardcore. Then it might be.

9.2 The Power of Evil

The **Power of Evil** is something that can alter how enemies behave during the Enemy Phase. When a hero falls the player of the fallen hero can choose to take on the **Power of Evil**.

If a player chooses to take on the **Power of Evil**:

1. The player now controls all active and future populating enemies.
2. They must follow **enemy phase** and **Boss enemy** rules.
3. They perform all enemy rolls.
4. They do not have to follow the enemy movement rule of moving toward the closest hero – and can move the enemies in the directions of their choosing.

If more than one hero falls during a scenario the **Power of Evil** can be shared amongst the players of the fallen heroes.

The **Power of Evil** is lost if a player's hero is resurrected.

If there are no players with the Power of Evil all enemies return to following all normal enemy rules.

Power of Evil and Play Types

- In **Campaign (Standard)**: The **Power of Evil** ends upon completion of the scenario.
- In **Rando**: The **Power of Evil** ends upon completion of the scenario.
- In **Hardcore**: **The Power of Evil** will remain and carry over to the next scenario until player's heroes are resurrected.

Remember: When the Power of Evil awakens, the dungeon stops playing fair.

9.3 Scenario Failure

A scenario is immediately lost if:

- **All heroes die, OR**
- A scenario specific failure condition is met.

If the scenario is lost:

- Reset the scenario.
- Shuffle all decks and room tiles.
- Begin again from the start.

9.4 Scenario Success

A scenario is won when:

1. **All scenario objectives are completed, AND**
2. **At least one hero is alive.**

After a Successful Scenario

- **In Campaign (Standard)**:
All heroes begin the next scenario fresh.
All items, armor, and weapons are returned to their decks.
- **In Hardcore**:
Heroes keep their items.
Dead heroes remain dead unless resurrected.
Decks and discard piles do not reset.
- **In Rando**:
Celebrate, reshuffle, and pick another scenario at random.

Remember: Victory doesn't always mean everyone survives — just that someone does.

9.5 Treasures & Death Tokens

Treasures associated with a hero's **Death Stone**:

- Cannot be destroyed by enemies.
- Can be picked up by other heroes.
- Remain in place until the scenario ends. OR
- Until the hero is resurrected.

This prevents accidental loss of critical items or scenario required objects.

9.6 Resurrection (If Applicable)

Some items or abilities may allow a hero to return from death. If a hero is resurrected:

- They start at the same location as their death stone.
- They start with half their HP (rounded up to the nearest whole number).
- Get all the items that remain with their death stone.

ICONS



Cursed Item



Moster Population



Discoverable treasure



Rewarded treasure



Health Item



Death / stone



Hindrance



Instant



Action



Unlock



Locked



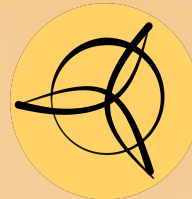
Broken lock



Magical item/
attack



Ranged attack



Guarding group
icon



Explorer group
icon



Caster group
icon



Warrior group
icon



Armor Deck



Item Deck



Weapon Deck



Companion Deck



Widget's Deck

