

MINI ROGUE

F.A.Q.



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MISS AND CRITICAL HITS

Q: If the critical 6 is followed by a 2, the total value is 8, but if the 6 is followed by an X, the total value is 0; but if you reroll, you still lose the benefit of the critical?

A: A result of X always cancels all other results obtained before.
For example: I roll 6, 6, X. I have a total of 0. I can make a feat to re-roll this die Failure (X) and get a new result, for example 4.

Q: Do you reroll if you roll a six and then a six again?

A: The re-roll sequence (for a Critical hit) can be done as many times as a player wants. For example: you could roll, 6, 6, 6, 3 for a total of 21 damage in one hit.

Q: On page 12, it is stated that if a player does a critical hit and rolls a 3 on the re-roll, it counts as 3 points... isn't it more like 9?

A: In the example the player rolls a Failure (X) and a 6 (Critical Hit). He decides to re-roll the critical hit and gets a Fail result with the 6. The new result is a Failure and the player must put the die aside... In order not to have two Fail results, he decides to make a re-roll, losing 1 XP and re-rolls a die that was a fail and gets a result of 3.

SKILL CHECK

Q: For the Skill Check, you roll your dice and the dungeon die. Does this mean that you roll your dice pool (poison die, curse die, etc.)?

A: Yes.

FEAT

Q: Can you perform a feat on a Miss (☒) result)?

A: Yes, you can perform a feat on a die that is set aside (Missed result: ☒).

Q: I use a feat to reroll a combat die after making a critical hit and then an ☒. According to the example given in the rule, it doesn't save my critical even if the re-roll is something other than an ☒, right?

A: The ☒ cancels the critical move, and performing a Feat does not save it. So it's a whole new die result.

ROOM CARDS

Q: For the Hermit card, does the tunnel allow you to move the hermit card directly next to the exit or are there any restrictions?

A: The hermit's tunnel allows you to move 2 other cards present in the area but not the card itself. For example: the player first encounters a treasure and then a hermit. The player can put the treasure back on their path and solve it with this.

Q: For the tunnel of the hermit card, is it possible to look at the cards or is it blind? Can we take a card that has already been revealed/used?

A: You can exchange any room card, whether it has been revealed or not, but if it has not been visited before, you cannot reveal it.

Q: Hermit card: do I have to choose an option on a room card where I go (if I can't or don't want to pay anything for example)?

A: You must resolve the card and choose one of the options.

Q: I am resting at the Abandoned Shelter, can I get to 20 HP even if my character only has 10?

A: The character goes back to 10 HP if he has less than 10 HP (it is not +10 HP).

ROOM CARDS

Q: I'm having trouble solving the Armory card, thanks in advance for your help.

A: You have to make a Skill Check to see if the character succeeds in finding a weapon.

If the test is successful, the dungeon die indicates which weapon the character finds. The player places the card to the side of their Character mat and uses a small cube to indicate the number of times the weapon can be used. The weapon allows the player to perform Feats (re-roll a die) without paying the cost of -1XP or -2HP. Once all possible free uses are exhausted, the card is returned to the unused card deck.

Q: For Tomb cards, if you pass the skill check, can you use a +1 to go from a result of 6 to 1?

A: For Tomb cards, you can use +1 / -1 but not to go from 6 to 1, so you can only use -1 on the dungeon die that shows a 6. Note that this +1/-1 is not mandatory: passing the skill check only gives you the opportunity to do so. If you have a result of **4**, and you pass your skill check, it means that your choices are results **3**, **4** and **5**. In your example of a score of **6** with a successful skill check, that means you can choose **5** or **6**.

Q: When you pay the Bandit Tax, do you earn the reward?

A: No. Theoretically, it is a tax or a fight. It does not give you anything in return, except safe passage.

Q: I resolve the Treasure room with the teeth on the chest. On Floor 1 I score **5 with my personal die and **6** with the dungeon die. So: I get 1 gold coin and have to face the level 1 ghost and I get +1 Armor?**

A: Yes, exactly. You get a gold coin, and have to face the Ghost. Only after defeating the ghost can you gain +1 Armor. Page 20 (Room Card Resolution)

Q: How does the first purchase choice for the Hunter work?

A: The cost of a food item depends on the floor you are on. If you are on the second floor, the food will cost you 2 gold coins. Page 20 (Room Card Resolution)

Q: For the room cards, how do I know which ones to resolve or which ones are optional?

A: The resolution of the room cards is detailed on page 17 of the rule book (the type of cards and the resolution icons appear on the banner at the top of the room cards). In general, all the cards must be resolved (except in the case of the use of particular skills or for a Merchant card).

MONSTER CARDS

Q: If I have a monster card that shows me 4 different monsters, do I roll the die to see which one I face?

A : The 4 monsters correspond to the different monsters you face according to the floor of the dungeon your character is on. You can see the Floor icon above the numbers on the left of the card. For example, on Floor 1, face the first monster. The monsters get stronger and stronger as you go further in the dungeon.

Q: When you meet a monster that has a penalty next to the damage value, does it inflict it every time?

A: No, the effects are only activated if the player loses HP (page 12 at the end of the effects paragraph), except for the Ignore Armor effect.

Q: On the Troll card, what do the hearts with a number mean?


A: This is the Regeneration icon (back of the game aid and page 13 of the rulebook).

Q: Can an enemy exceed its starting HP?

A: No.

GHOST / REWARDS REFERENCE CARD

Q: Do I have to face the Ghost every time I draw a Monster card?

A: No, you only face the Ghost when the Monster icon appears in the result of a card. For example: on the Tomb card, a  on the dungeon die would correspond to a fight with the Ghost reference card.

Q: What are the differences between the Holy Water Potion symbol and the Reward symbol?

A: The Holy Water has three small lines above the icon. The symbol for the Reward card is the same as the symbol on the Treasure cards (a yellow wax seal with a grail on it).

TRAP CARDS

Q : In co-op, we are both on the same trap. I play first and succeed, my sidekick misses their throw and falls on the ghost: must they face it alone or can I help them? If they face it alone, does the monster have its normal HP or its 2-player HP since we are in the same room?

A: You both have to fight it, so use the 2-player HP, since you are in the same room. Theoretically, you wouldn't let your sidekick face an abysmal horror alone, would you?

DELVING

Q: When you are on a floor without a boss, do you reveal the room card at the bottom right or do you just "get there"?

A: You get there - it is the exit towards the next zone.

Q : Is it necessary to consume food after having confronted the boss?

A: Yes, you have to consume food after having defeated a boss. It is the Delving phase, as usual.

Q : When you delve and you don't have food left, you lose 3 HP. Is it also the case when you have to pay a resource for a trap / monster ?

A : The lack of food for the Delving makes you lose 3 HP. If a player has to pay for a resource in another case (gold, food, etc.), they only lose 1 HP per missing resource (see page 7 of the rulebook).

TREASURE

Q: On a treasure with the symbols combat and trap after the /, do you have to have faced both? And how do you resolve the trap?

A: On the treasure card, you get the first reward if you have not yet resolved any trap or monster in this Area. You get the second reward if you have already faced a trap OR a monster in the Area (page 19, under Treasure, 2nd paragraph).

There is no "/" bar between the Trap - Monster symbols, but it should be understood as "or" as indicated in the rule.

Q: What does "encounter during exploration" mean? Do you have to have revealed the card, or have resolved it (gone there)?

A: Here "encounter" means "resolve the room". Thematically, the Monster or the Trap protects the access to a Treasure Room a little further in the Area. Normally you will have resolved it, but if you have the Rogue, you can skip a room, thus dodging the trap/monster. This is considered resolved.

Q: For the rewards in the chest, separated by a /, do I get to choose the reward? Doesn't it depend on whether or not I've encountered a monster or a trap?

A: Yes, you get to choose. Page 19 of the rules (Treasure cards).

Q: On one of the Treasure cards, when I roll 6, I have to fight and gain armor. Do I gain armor before or after the fight?

A: You must fight, then gain armor after defeating the monster. Page 20 (Room Card Resolution).

POTIONS (P.14)

Q: Does the poison apply to all attack phases or just the attack phase of the character who used the poison?

A: Page 24, under Potions: Poison damage is inflicted on the Enemy in each Attack Phase.

Q: We are fighting a monster with 2 players. My friend is being slaughtered, the monster inflicts a blow that can kill them: can I throw my healing potion to my friend so that they use it before the fatal blow?

A: Yes, the rule states that you can use a defensive potion at any time.

Q: On the holy water, it is indicated that it heals a character "from the effects of poison, curse and blindness".

A: The Holy Water Potion cures all negative effects at once.

Q: What are the differences between the holy water potion symbol and the reward symbol?

A: The Holy Water has three small lines above the icon. The symbol for the Reward card is the same as the symbol for the Treasure cards (a yellow wax seal with a grail on it).

Q: Is it possible to go beyond your character's starting health points?

A : Yes, each character can go up to 20 health points.

CURSE AND POISON (P.12)

Q: For the Curse and Poison dice, do they also have to be rolled on standard skill checks (like avoiding a trap)?

A: Curse and Poison dice are rolled every time the player has to roll their dice pool. A combat situation and a skill check are in the example on page 12 of the rulebook

Q: For the skill check, you roll your dice and the dungeon die. Does this mean that you roll your dice pool (poison dice, curse dice, etc.)?

A: Yes.

Q: During a fight, when I have to throw a poison die, I apply the damage even if I won the fight?

A: Yes, you apply the Poison and/or Curse die after having rolled your dice pool (see point 2 of the combat sequence).

BOSSES

Q: The Necromancer - you get an item if you win. And how do you use the effect "discard to resurrect a character at 1 HP"? I die, I discard it without winning the rewards, I didn't lose and I come back to 1 HP? For the reward in case of victory (experience + item), is it one or the other?

A: Yes, the icon indicates that you have found an Item. This item counts toward the limit. In case of victory against the Necromancer, you get both rewards (XP + card as an item to resurrect). There is no "/" to indicate a choice to make. If you have the Necromancer card as an item, and die during play, you can discard the Necromancer card and gain 1 HP. Good luck!

Q: Og's Remains is played in 2 phases. In the rules, it is specified that there are 2 different fights. So, when I "kill" him the first time with my last roll of the dice, I don't apply the damage he would have done to me during this attack, right?

A: Exactly. If you kill him in the first phase, you don't apply the damage of his attack. Go to the phase 2 fight.

Q: For the change of Floor after having defeated a Boss, do you apply the same constraints as when you are on a floor without a boss (ration, etc.)?

A: Yes, absolutely. After resolving a Boss, the Delving phase is performed. See point 6, page 8.

Q: Do you have to consume a ration after facing the Boss?

A: Yes, you must consume a ration after defeating a Boss (Delving).

SKILLS / CHARACTER CARDS (P.16)

Q: For the Rogue, when using "Backstab" on a die with a value of 6, do I double the sum of the result (the 6 and the following die result), or just the 6?

A: You double the sum of the total result of the die rolls. For example, if you roll a 6 followed by a 3, then you double to 18.

Q: For the Rogue, what does "skip a room" mean? Does it mean that you go there but don't resolve it?

A: Skipping a room means going to a room but not resolving it.

Q: How does the Mage's power "Clairvoyance" work?

A: You can turn over (faceup) up to 3 Room cards of your choice.

Q: The Mage has a "perception" icon. Does this mean that he has a perception potion at the beginning or that he has this skill that he can use whenever he wants?

A: He starts with a Perception potion in his inventory.

Q: Does the Witch's combat skill apply in addition to her attack?

A: Combat skills are used before the attack (page 16 of the rulebook). So yes, it applies in addition to her attack.

Q: The Thief can steal a reward during a fight against a boss. He wins the reward and not the additional 2 gold coins if I understand correctly?

A: For the Thief, the reward does include the 2 Gold Coins (the coins are part of the Reward card).

Q: For the character Bones, does the passive ability remain active even if the card is turned over?

A: Yes, the ability remains active even when the card is turned over.

Q: When I want to use Bones' combat ability and I don't have any curse dice, my attack gains a +3. Is this correct?

A: Yes, absolutely.

Q: Can the Mage use "Clairvoyance" while blinded?

A: Yes, absolutely.

COOPERATIVE MODE (P.22)

Q: On a room card with a Monster where both players are in the same room, we use the Monster's HP for 2 players but the rule says that "when the 2 players are in the same room, they must resolve the card in turn..." So we fight 2 monsters, right?

A: No. For a co-op fight against a Monster/Boss, both players face a single Monster together, once. Use the 2nd HP value indicated on the card and alternate the fight sequence:

- Player 1 attacks and defends against the monster
- Player 2 attacks and defends against the monster

And so on until the monster leaves us for a better world.

Note: in co-op, if only one of the characters is fighting against a monster (for example: I am with a monster, the other character is on a treasure card) then the player uses the first HP value of the monster.

Q : We are fighting a monster with 2 players. My friend is slaughtered, the monster inflicting a blow that can kill them: can I throw my healing potion to my friend so that they use it just before the fatal blow?

A: Yes, the rule says that you can use a defensive potion at any time.

Q : We are both on the same trap, I play first and gain a success, my sidekick misses their throw and falls on the ghost: must they face it alone or can I help them? If they face it alone, does the monster have its normal HP or its 2-player HP since we are in the same room?

A: If 2 players are in the same room and one of the two players starts a fight against a monster, then you start a two-player fight.

COMBAT STANCE CARDS (P.24)

Q: For the Combat Stance cards, the defensive stance allows you to gain +1 in armor, removes the critical hits but also the failures. What happens if you roll a die that has X as a result, do you roll it again?

A: With the defensive combat stance: a failure result has a value of 1 damage.

CAMPAIGN MODE (P.25)

Q: At the end of each chapter do you gain 1 Perk Point per Level, or only for those gained during the chapter?

A: You accumulate Perk Points at the end of a game whether it is a success or a failure.

For each Character Level above your first level.

For each Floor of the dungeon you completed. (Example: you died on the 3rd Floor so you gain 2 Perk points).

It is then possible to spend Perk Points to unlock Perks (these Perks remain for all the chapters).

To move on to a new chapter, you must meet one of the conditions identified at the end of the current chapter.

If you die without meeting one of the conditions to move to another chapter, you repeat the current chapter.

Q: In the campaign mode, do you earn Perk Points according to the floors/ levels cleared during the previous Chapter or during the whole scenario?

A: Perk Points are accumulated and spent after each game played in the current game (not the whole scenario). The number of Points earned is calculated according to your character's Level and the last floor completed in the dungeon.

Q: Is Ernazar's bone also activated after killing a boss?

A: Bosses are also considered enemies (enemies include Monsters + Bosses), so yes.

Q: Who wrote the campaign, has the text been proofread and is the current style intentional?

A: We confirm that the story texts are indeed translated into French, they were written in English at the beginning, but the French translation is as accurate as the English part. The entire team behind the project is French speaking. The chapters have been written in a hidden style, the reader doesn't have all the context: it's totally intended and assumed (to add some mystery).

EXPANSION

Q: Can all the cards be included in each deck of the correct category?

A: Yes, you can integrate all the cards from the expansions into the base game (we have indicated this on page 2 of Depths of Damnation).

Q: I mixed the expansions with the base game, how do I find the cards?

A: There is an icon to identify which expansion the card is from, at the bottom right of the cards' illustrations.

Q: In the Depths of Damnation expansion, what do the character icons on some of the story cards mean?

A: These are the character types that can select this option (pages 6 and 7 of the Depths of Damnation rulebook).

APPLICATION

Q: When will the application be available?

A: Unfortunately, we are behind the schedule on the application. It will be available at the end of August/beginning of September in incomplete format (the essential parts will be there, but the addition of the soundtrack and the rules are delayed; it will be updated regularly until its final version). A "demo" version of the application is available on:

www.mini-rogue-app.com.