

Hexplorers

Set 1 - The Warriors Resolve
By Bloodsworn Designs © 2011

Object

Hexplorers is an Expandable pseudo fantasy rpg dungeon crawling game where adventurers will risk life and limb for the chance at Fame and Fortune.

You must acquire Items, Weapons and Armor to brave the dark depths of an endless labyrinth; your only goal is to delve as deep as you can and survive to attempt to claim the Title of “DUNGEON MASTER”.

This game is designed to be played by 1 player, ages 10+.

This Set includes only the Brave and Valiant Warrior.

What you need to play

- 21 - Dungeon Hextiles
- 1 - Hero Hextile
- 6 - Dungeon Boss Hextiles
- 8 - Combat Dice
- 1 - Hero Dice (Red Warrior Die)
- 20 - Wound counters
- 1 - Sheet of 4 Character Sheets

The Combat Dice

Included are 8 standard six sided dice, these dice will be used to control combat within the game.

The Hero Die

The hero die is a standard 6-sided die colored to represent one hero class, in this set the player will find the Red Warrior Die.

This die is rolled during events and encounters. If the hero die is the high die during combat it will trigger one of a hero's class abilities that matches the die roll.

The Hero Card will list the Heroes class abilities and the High Die roll required to trigger them.

Certain events and encounters will ask the player to roll their Hero Die and check their roll against a toughness rating to bypass traps, chasms, and sleeping Dragons.

Both combat and hero dice will be covered in more detail in the combat section. (See Combat)

The Warrior

Hero Die: RED
Health: 10
Carry Limit: 4

Hero Die - the hero die determines, during a combat roll, if a hero's class ability or abilities have been triggered. The player does not have to use a triggered ability if they choose not to.

The Warriors Hero Die Abilities

- 2 - Ignore Pain, recover 2 wounds.
- 3 - Warriors Resolve, +1 attack die next round.
- 4 - Cleave, +1 Wounds to target.
- 5 - Disarm, Target rolls 1 less attack die.
- 6 - Mortal Wound, +2 Wounds to Target.

Health Points - health points are the players very life force, lose them all and the game is over.

Carry limit - carry limit is the number of items a character can carry, excluding weapons.

The Character Sheet

On the provided blank character sheet, the player can track wounds, items, armor, weapons and experience. There is also a place to name your hero and a spot for an illustration or two.

Setup

The player will place their character card and character sheet in front of them.

Next separate the Boss and Dungeon Hextiles into their own decks and shuffle each and place them face down.

Next take the dungeon deck and place it near the center of the play area, this becomes the adventure deck.

Finally draw the top Boss card and place it face down next to the dungeon card deck. This becomes this level's boss and will come into play later.

Gameplay

You play the game by drawing Dungeon Hextiles, one at a time, from the adventure deck and resolving them as you make your way thru the dungeon you're exploring. How exactly Dungeon Hextiles work is described below;

The Dungeon Hextiles

Each hextile sets a scene within the dungeon, its passages, encounters and furnishings are depicted on the tile.

The Encounter Ring

Each Hextile has an Encounter Ring, simply roll a d6 and match the number rolled with the die face on the encounter ring, and presto!!!

This is what's encountered in the room no cards to draw, no tables to look up, everything is on the ring.

TRAPS

If the room has a trap, the yellow text will tell you how many hit points are lost. (Its rumored that rogues will have an innate ability to disarm these)

ENCOUNTERS

If the room has an encounter in it, the red text on the ring will tell you what the encounter is.

Events - When you trigger an Event, the encounter ring will tell the player what happens.

After resolving the event, the player may use an item to recover or draw the next dungeon hextile.

Monsters - will list the encountered Mob, its attack die and an XP value.

There are four types of Mobs that can be encountered; Minions, Soldiers, Champions and Bosses.

Minions; Minions are your average run of the mill, just in the way kind of dungeon dwellers. Kobolds, goblins, slimes, and vermin fit into this category.

Soldiers; Soldiers are a bit tougher than a Minion, well just a bit, your basic dungeon cannon fodder. Orcs, gnolls and trolls populate this category.

Champions; Champions are the elite of the dungeons dwellers, monstrous and evil. Ogres, Wraiths, and Death knights hold this title.

Bosses; Bosses are the Masters of the dungeons dwellers; their will controls all the dungeons denizens. Dragons, Demons, Vampires and powerful undead Necromancers are but a few that hold this status.

Only one of the 6 dungeon bosses, chosen at random, will be encountered.

TREASURE

If the room contains treasure, blue text will tell you what loot you have found.

Items

If your Hero can use the item, then write down the items info and stats on your character sheet.

You can hold as many Items as your heroes carry limit will allow, some items will increase a heroes carry limit.

Items can be used anytime they would help. Sometimes this is right away and sometimes you have to wait until just the right time. Some Items can only be used once.

Weapons

You have found a new weapon. You have to decide if you want to keep it since you can only ever have 2 weapons. If you decide to keep it, then write down your new weapons info and stats on your character sheet.

Armor

You have found a piece of Armor. If you can use it and decide to keep it, then write down your new armors info and stats on your character sheet. (The Warrior can only carry 1 Armor and 1 Shield.)

Valuables

You have found something of value, be it a huge diamond, a sack of gold, or a necklace of pearls, these items have a value in gold, which can be added to a hero's XP pool at half of their cash value. Valuables do not count towards a hero's carry limit.

EMPTY

If the room is empty that will be noted in white text.

The Stairs Down card (optional) may be present, if the player is running the game in the deep delving mode. This card allows the player to descend one level deeper into the dungeon, without defeating the previous levels Boss.

The player will total their Xp Pool, making note of its value, then all cards are reshuffled into their decks and a new level begins, noting that the dungeon level has increased by one.

Constructing the Dungeon

It is not necessary that the player build the dungeon as they play, they can simply place the new drawn dungeon card on top of the last one drawn, but if they do decide to construct the dungeon, a choice both visually pleasing and

adding another layer of depth to their journey, then these simple rules for building the dungeon must be followed;

1. The new dungeon card is added to the old card in the direction that the player moved. The passages must line up.
2. The new dungeon card cannot overlap a dungeon card already in play.
3. If the new dungeon card cannot be played it is sent to the bottom of the dungeon deck, and a new card is drawn.
4. If it becomes impossible to place a new card at any open exit, then the player is magically transported to the Bosses lair, the boss card is flipped face up and the Boss Encounter for this level begins. (See The Boss Encounter.)

Combat

At any time a player attempts a combat action they roll their Hero Die plus any extra dice allotted by equipment and items, noting only the High die for the roll.

No matter how many dice a player or monster rolls, only the HIGH die is used to factor the rounds winner and amount of damage to be applied.

Next roll the number of combat dice for the encounter, also noting the encounters High Die.

If the encounters High Die is greater than the players High Die, the player has taken damage and subtracts one point from their health.

If the players High Die was greater than the High Die for the encounter, the Hero has successfully wounded the encounter and damage will be assessed in the same manor as above, having the encounter subtract one health point.

Doubling

If the encounter or hero, during their combat rolls gets a double of the High Die, i.e. rolls two sixes or three sixes, for each double the encountered mob or hero adds +1 wound for each.

Next if the High Die was also the player's hero die, then the player will be able to use one of their hero's class abilities.

Damage is assessed after each roll, and if the character has not defeated the mob, combat will continue, until either the player has defeated the Mob, the player flees, or the character has been defeated.

Example

Mike's Warrior (Red Hero Die) armed with a Rusty Sword (+1 Combat Die) rolls a 5 and 3(Hero Die) Vs a Goblin on Level 1.

The Goblin (1D Minion) rolls one die and gets a 4. Since the Warriors HIGH die of 5 is greater than the Goblins roll of 4, the warrior has wounded the Goblin, for 1 point of damage.

Also if Mike's Warriors Hero Die would have been a 5 or 6, making it the High Die, he could have used one of the corresponding class abilities.

Ties are always a miss, and do not invoke High Die abilities.

Once an Encounter(s) is defeated, the player notes the xp value of the mob, on the space provided on their character sheet, to their heroes XP Pool.

The player may use items to recover at this time, or draw the next Dungeon card.

Fleeing

Even the most fearless hero knows when to make a hasty retreat. Sometimes you may need to run from an encounter, to do so the player must roll their Hero Die and score either a 5 or 6. If this value is met the player can discard the encountered mob.

If the player does not get a 5 or 6 on their Hero Die, then they cannot Flee from this Mob.

The Boss Encounter

When the player draws and resolves the last dungeon card they will then flip face up the Boss card and engage this level's Boss, the Dungeon Boss will be the most difficult battle the player will encounter.

Around the Boss encounter card resides the Boss Die Ring, working much like a player's hero die ring, when a boss rolls a High die, it can use the power listed on the ring that matches the High Die value.

The Boss encounter plays just like the previous encounter with the exception that the player cannot flee. Defeat the Boss and you have survived the Dungeon level.

What will the next level bring?

Deep Delving

Deep Delving is an alternate way to play Hexplorers, at the end of the adventure deck or thru the use of the Stairs Down card, the player totals up their XP pool, nothing the total on a scrap piece of paper, and re-shuffles all the cards back into their perspective decks and begins a new game, noting that the dungeon level is increased by one.

Now any mob encountered adds +1 wounds to their health points and 5xp, for each level the adventurer has descended into the dungeon, making a Guard Dog with 2 health points and 5xp on level one, now a Guard Dog with 3 health points and 10xp on level 2.

XP Value

The value of the XP pool is affected by the delvers level in the dungeon, x1 per level delved. So 300xp points on level three would become 900xp points.

The XP Pool

The XP Pool is used to provide the adventurer with his or her overall standing as a delver.

The table below will help the player determine just how good their adventurer is.

The Delver Leader board

Pigfarmer	100xp
Milkmaid	200xp
Sheep herder	400xp
Stable Cleaner	800xp
Squire	1600xp
Hero	3200xp
Knight	6400xp
Dungeon Cleaner	12800xp
Dungeon Lord	25600xp
Dungeon Master	56200xp

More to come

Future Hexplorers sets will be released later in 2012. These will include new items, encounters and varied dungeon locations each with a new Hero Class.

Set 2 - A Rogues Tale (Includes the Co-op rules)

Set 3 - of Crypts and Clerics

Set 4 - Magic, Mages and Mayhem

Credits

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