

AHQ-REVAMPING SQUAD'S WORKSHOP

Dungeon Counters Table for Solo Play in AHQ

Version 1.34

The GM receives the same number of Dungeon Counters (DCs) allocated in Multiplayer plus one (+1). All DCs are equal in Solo Play; they are used as simple counters or tokens. The player rolls 1D12 for each *Situation*, if the result is equal or lower than Dungeon Level, the GM may use the corresponding *Dungeon Counter Effect*, which is then resolved immediately. The GM may keep the DC on a subsequent roll equal or lower than DL+1, otherwise the counter is spent. The *Dungeon Counter Effect* is ignored if the GM does not have any counters left to spend. The GM may only use one *Dungeon Counter Effect* per turn, except when *Characters* appear in Lairs and Quest Rooms. The GM receives new DCs from the same sources as in Multiplayer except in the GM Phase of Exploration Turns.

Optional Rules (for more difficulty): The GM is not required to spend DCs on traps in doors and chests. The GM may use multiple *Dungeon Counter Effects* per turn.

Exploration Turns

<i>Phase</i>	<i>Situation</i>	<i>Dungeon Counter Effect</i>
Hero Phase	A Hero opens a door for the first time.	The GM uses one <i>Trap</i> counter.
	A Hero opens a Treasure Chest for the first time.	The GM uses one <i>Trap</i> counter.
Exploration Phase	A group of Wandering Monsters, an empty (normal) room, or an empty passage is encountered.	The GM uses one <i>Wandering Monsters</i> counter in addition to any monster already in play.
	Monsters are encountered in a Quest Room or Lair. Roll again for Character Monsters if the Heroes are not in the last Quest Room (on the lowest level of the dungeon).	The GM uses one <i>Wandering Monsters</i> counter and/or one <i>Character</i> counter in addition to any monster already in play.
	A Hero uses a Fate Point in order to negate damage or win the <i>Surprise</i> (if allowed).	The GM uses one <i>Fate Point</i> counter. The effect of the Hero's <i>Fate Point</i> is ignored.
GameMaster Phase	The GM rolls equal or lower than Dungeon Level. (<i>Roll again for Wandering Monsters if no trap was found</i>)	The GM uses one <i>Trap</i> counter.
	The GM rolls equal or lower than Dungeon Level.	The GM uses one <i>Wandering Monsters</i> counter.

Combat Turns		
Phase	Situation	Dungeon Counter Effect
Hero Phase	A Hero uses a Fate Point to negate damage.	The GM uses one <i>Fate Point</i> counter. The effect of the Hero's <i>Fate Point</i> is ignored.
	A Hero or Henchman hits a Character Monster, dealing enough damage to kill it.	The GM uses one <i>Fate Point</i> counter. Damage dealt to the monster is ignored.
GameMaster Phase	At the start of the Phase (before rolling for <i>Tactics</i>) when a deployed Character Monster (not in the last Quest Room) has 3 or less Life Points left. Optional Rule (for more difficulty): <i>In this Situation the Escape counter is mandatory, roll for the cost-free opportunity only.</i>	The GM uses one <i>Escape</i> counter. The escaped monster returns with all its wounds restored if the GM uses another <i>Character</i> counter during the same quest, or if the last Quest Room is discovered.
	At the start of the Phase (before rolling for <i>Tactics</i>) in order to determine if the GM is going to receive <i>Reinforcements</i> . Such result in the <i>Tactics Table</i> is therefore ignored.	The GM uses one <i>Ambush</i> counter as <i>Reinforcements</i> .