

## AHQ-REVAMPING SQUAD'S WORKSHOP

### Dungeon Counters Table for Solo Play in AHQ

Version 1.36

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* occurring in the game, 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

Phase	Situation	Dungeon Counter Effect
<b>Hero Phase</b>	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.
<b>Exploration Phase</b>	A group of Wandering Monsters, an Empty Room (normal), 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. <b>Roll again</b> 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.
	<b>Optional:</b> A Hero uses a Fate Point in order to negate damage or win the Surprise (if allowed).	The GM uses one Fate Point counter. The effect of the Hero's Fate Point is ignored.
<b>GameMaster Phase</b>	The GM rolls equal or lower than Dungeon Level. Roll again for Wandering Monsters if no Trap was found.	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.

<b>Combat Turns</b>		
<b>Phase</b>	<b>Situation</b>	<b>Dungeon Counter Effect</b>
<b>Hero Phase</b>	<b>Optional:</b> A Hero uses a Fate Point to negate damage.	The GM uses one Fate Point counter. The effect of the Hero's Fate Point is ignored.
	A Hero or Henchman hits a Character Monster, dealing enough damage to kill it.	The GM uses one Fate Point counter. Damage dealt to the monster is ignored.
<b>GameMaster Phase</b>	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.  <b>Optional Rule (for more difficulty):</b> In this Situation the Escape counter is mandatory. Roll for the cost-free opportunity only.	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> .