

Fantafizz

ROGUE'S GALLERY

TM

by Ryan Miller



Rulebook





A game by Ryan Miller
For 2-5 players, ages 14 and up

Introduction

The town of Devil's Burden is still under attack, and even more monsters are pouring in!

Ingenious goblins, led by the mighty troll king and his retinue, are now laying devious traps all over the town to hamper the stalwart defenders. It is time to call for reinforcements - the long-time secret society within Devil's Burden: the Rogues' Guilds.

Many years ago a few individuals realized that amongst the boulders and rocks surrounding the town, there were also a few precious stones. These gems were imbued with magical energy, but in a much more concentrated form than anywhere else. They quickly became sought after, and competing bands of thieves and brutes vied to control them. An entire section of the community grew up around the protection and theft of these gems. But it was also found that the power of these gems is so great that no one individual can hold them all, as the clash of energies results in them destroying each other.

Each guild has jealously guarded the location of the gems it owns or protects for others, but now is a time that those gems are needed. Not only will the rogues unleash the power of the gems to assist in their defense of Devil's Burden, but there are no finer heroes at dealing with the tricks and traps of the troll king's goblins.

Contents

Your **Rogue's Gallery** Expansion should contain the following.

If it does not, contact customerservice@alderac.com

33 Hero deck cards consisting of:



25 Rogue
Heroes



8 Actions

20 Trap cards



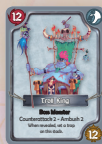
21 Horde deck cards consisting of:



10 Level 1
monsters



10 Level 2
monsters



1 Boss
Monster

18 Treasure cards



36 Gems



6 gems x **6** colors

1 Rulebook



This is an expansion for the *Fantahzee: Hordes and Heroes* game, and that base game is required to play.

Rogue's Gallery features a new faction – the Rogues. They function in the same way as other heroes, and their cards have the same components.

Of course there are many new Features in Rogue's Gallery with which the rogue heroes interact...

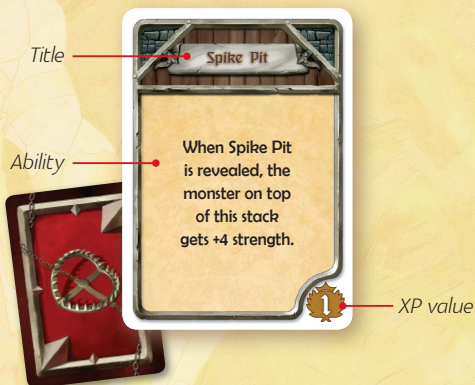
Traps

Traps are a new type of card in Fantahzee.

At the start of the game shuffle all of the trap cards together and place them to one side of the horde stacks, where they can be easily reached.

Any time a card calls for a trap to be placed, place it facedown on the appropriate horde stack. Once a trap has been placed it remains associated with that stack until it has been triggered and then discarded.

If a stack moves, the trap or traps associated with that stack move with it. A stack is considered trapped if it has a trap on it (either revealed or facedown). An untrapped stack is one with no associated trap at all.



Triggering traps

If a player attacks a horde stack with one or more traps on it, immediately reveal all of the trap cards associated with that stack. The trap card(s) remain face up next to their respective stacks until the end of the treasure phase. Those traps have been triggered and their effects now come into play immediately.

At the end of the treasure phase place the revealed trap cards into your victory pile, at the same time as the monster cards you have defeated. You must place them there, and any effect that triggers when you add them to victory pile happens now.

Gems

At the start of the game remove the dice from the dice bag provided in *Fantahzee: Hordes and Heroes* and place the gem tokens into the bag.

Whenever an ability allows you to get a gem, simply remove a random gem from the bag and place it in front of you. The gem remains in front of you for the rest of the game until you use it, or until you have too many gems and must discard one or more. Whenever you use a gem, or are required to discard one, simply return it to the gem bag.

The gems of power that have been held in Devil's Burden for centuries can be used in the place of dice to activate your heroes. At any time that you would normally use a number on a die, you may instead use a gem as though it were a die, for whatever number is on that gem.

Players can never hold more than 4 gems. If any ability results in a player having **more than four** gems they must immediately discard one or more gems (of their choice) until they have only four.



Treasures

Shuffle the treasure cards from this expansion with the treasure cards you got from *Fantahzee: Hordes and Heroes* to form the treasure deck.



In the unlikely event that the treasure deck runs out, you simply can no longer claim treasures.

Adding *Rogue's Gallery* content to your game of *Fantahzee*

It is perfectly fine to simply add all of the cards from *Rogue's Gallery* to their relevant card types from *Hordes and Heroes*. Shuffling the rogues and action cards into the hero deck, and adding the level 1 and 2 monsters to the horde deck. Although we recommend that you still use five random boss cards from the six available, and still play with five horde stacks.

This makes the game a little longer and a more challenging, as there are more monsters to defeat and the combos between different hero classes require a bit more work.

If you prefer,

you can simply spilt the hero cards into their classes (Mage, Warriors, Artificers and Rogues) and simply play with any three of the four.

PLAY WITH
3 OF 4



You can also play with only 30 level 1 monsters and 25 level 2 monsters, plus 5 bosses, selected from the all of the monster cards available.

PLAY WITH
30 + 25



FAQ

GUILD MASTER - What does "gems are wild" mean?

Gems can be used in the place of any number on this card to activate it. Not just the number on the gem.



SPIKE PIT - If I choose to continue attacking into a horde stack with a Spike Pit, do the revealed creatures each have an additional 4 strength?

No, only the creature at the top of the stack when the trap was triggered.



BOMB - If I choose to continue attacking into a horde stack with a Bomb, do the revealed monsters each have Counterattack 3?

No, bomb simply creates a single Counterattack 3 that is added to the total counterattack of monsters you defeat. It does not affect the Counterattack of monsters in the stack.



GEMS - I have a gem with a 6 value and an Alchemist that requires a 6 to activate it. Can I use the gem to activate the Alchemist before my first roll, in order to get the extra dice immediately?

No. You can only use gems at a time that you could normally use a die. Because you have not rolled any dice yet, the gem cannot be used to activate a hero.



Credits

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Warning: Choking Hazard! Not for use by children under
3 years of age.

Questions?

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