Claustrophobia™

A game by CROC



Rules

ASMODEE

Presentation

10th of June, Year of Our Lord 1634

Gloria Hallelujah! The Council of New Jerusalem has decided that the catacombs under the city should be explored! These strange tunnels have been haunting my thoughts, both because of their rather strange structure and the danger they represent. They will soon be known to us. However it will be far from a simple formality. What evil can be roaming around down there, underground, in Hell? I have sent a message to a friend of mine, a priest, a Redeemer whose talents are like no other. I am counting on him to lead the only soldiers that the Council will allow us, prisoners, condemned to death. They are murderers and thieves of the worst possible kind, but we will have to make do. I am in charge of «enlisting» these wayward mercenaries, while I await an answer from my dear friend.

19th of June

We had been quite prepared to come across the Devil's minions down there in the catacombs. The first descent was quite simply a disaster. Even now, as I write these few lines, we have no news of the Redeemer and the men that he now calls his «flock». He became accustomed to them very quickly. Speaking privately to me, he confessed that he prefers to work with the kind of man who has nothing to lose. God alone knows what they may have encountereddown in the bowels of the city, for we have had no reports for several hours now. Furthermore, the lifeline rope that kept us connected to the expedition came back to us, severed and bloody. May the Lord watch over my friend and his men, if he sees fit to do so. [...]

7th of July

The legions of demonic creatures are forever multiplying and seem never to weaken. These monsters are short in height, but very aggressive - especially in greater numbers - and they attack our troops almost every day. We have managed to keep them at bay so far. Dear Lord, I doubt we will be able to for much longer. Guarding the tunnels closest to the surface seems impossible. We are losing ground, little by little, and we are pushed back towards the exits. If we move back much further we will be defending the streets of the city itself! But the Redeemer, who seems to be worried, has shut himself in his cell with a herald from the Council. Could there be a solution to this situation? The prisoners speak of a deep well, a hole from which come devilish whispers. What if these rumors were true? Dear Lord, give me the strength to resist! [...]

31st of July

Our efforts have not been in vain, even though the result is not quite the one we hoped for. The abyss has been filled in and the Troglodytes attack our positions much less often than before. Our own losses have decreased, but the creatures are still there, and as numerous as before. The whispering has begun to affect the morale of our men. A constant murmur, nothing more, that witnesses say calms the Troglodytes and controls them. The Redeemer has ordered that he be brought many old books, volumes that are used by the Holy inquisition. He has been literally devouring every page before he leaves for each new expedition. I can see him from here, blessing his men, ready and armed, at the entrance to the catacombs. On his lectern, he has left a book open at a page entitled «The Master of Souls». Lord, I beg of you, have mercy on my friend.

2nd of August

His fervor is as great as is his stoutheartedness. Once again, my friend has set off again into that putrid maze, more determined than ever. His victory has invigorated his men, and has inspired him to strike hard. Yet again informed by those obscure books, he seems convinced that he can purify parts of those damned tunnels. Although we know that there are demons at least as terrible as the Master of Souls leading the Troglodyte legions, he walks onwards with his heart full of hope and faith. Amen! [...]

8th of August

It is as if he is surrounded by a halo of flames of unequaled purity! We received news only a day ago that he will be going below yet again. With his blessed hammer in one hand and the holy texts in the other. Yet again he has consulted the books used by the Inquisition, before leaving on this expedition. His fervor radiates from him as strongly as ever. He is like a lighthouse in Hell, a flame in the darkness. He is going down to free those who served him a month ago - and who we believed to have perished - from their ordeal. He is going back down into the bowels of Hell to repair this indignity, and rid their human bodies of the demonic spirits who have possessed them. Saint Michael, grant him your strength!

15th of August

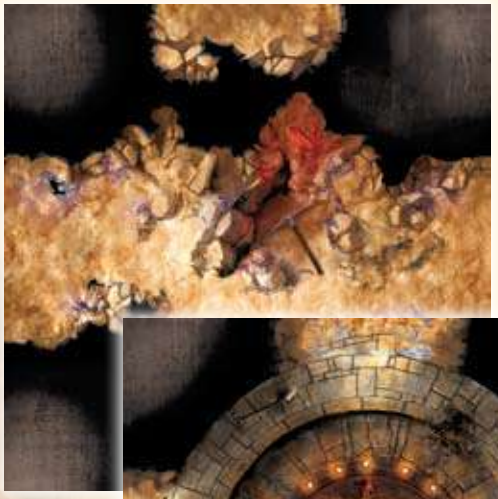
Dear Lord, protect us from Evil. All is lost...

Claustrophobia is an adventure game set in the universe of Hell Dorado. It allows two players to recreate the battles taking place in the underground tunnels below New Jerusalem. One player will be playing a group of determined Humans, while the other will be controlling an almost infinite army of demonic creatures.

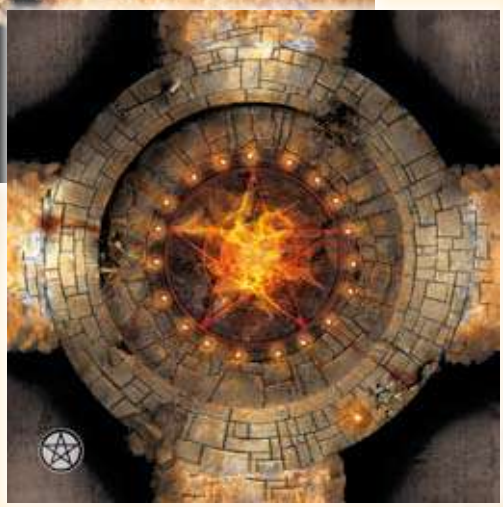
What's in the Box?

The game includes:

36 Tunnel and Room tiles.



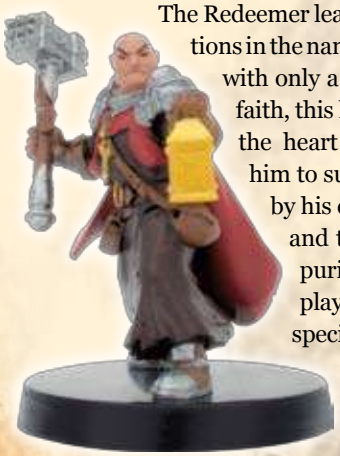
Tunnel



Room

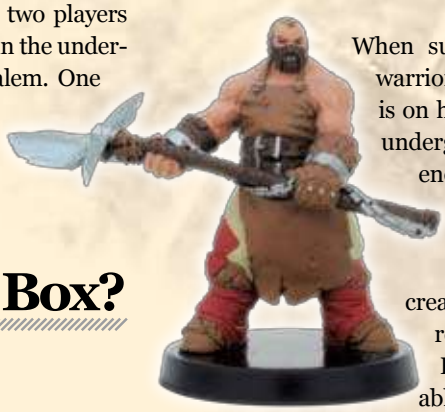
These tiles represent the sections of the catacombs of New Jerusalem, they are the battlefield where the two players' warriors will confront each other.

1 Redeemer miniature;



The Redeemer leads the underground expeditions in the name of New Jerusalem. Armed with only a hammer, a lantern, and his faith, this holy man leads his flock into the heart of Hell. His fervor allows him to support the condemned men, by his care and his healing powers, and to give more strength to his purifying arm. He is the Human player's main warrior. He has special magical powers.

2 Condemned Brute miniatures;



When supported by the Redeemer, this warrior is even more terrifying than he is on his own. His massive form fills the underground tunnels, and prevents the enemies from passing him. His weapons are a jumble of ordinary tools, and they guard him well from the hordes of troglodyte creatures. The Brute will always be ready and waiting for them.

He is a strong and solid warrior, able to defend the Redeemer and the Blades for Hire.

2 Condemned Blade for Hire miniatures;



The Blade for Hire uses the Brute like a rock to shelter him from the storm. Being both lithe and well used to vicious skirmishes, this throat-slitter is first in line when exploring the underground tunnels. Like his Condemned comrade, he wears a gauntlet and protection in the lower regions.

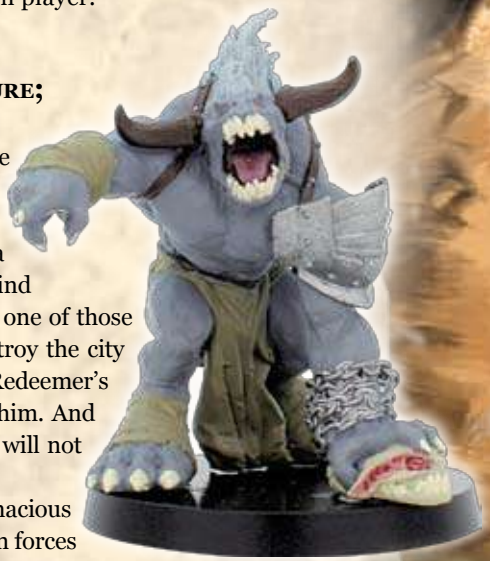
In fact, he quickly adapted to the idea of killing creatures smaller than himself. This warrior is a scout who will be very useful for exploring the catacombs.

11 Troglodyte miniatures;



On their own, these short creatures tend to avoid confrontation. They prefer to attack in numbers. A fair-sized pack of them can tear apart a well-built man in a matter of seconds. And when the shadows are thick, the Troglodytes become the incarnation of terror itself. Darkness is their realm. These warriors are the main strike force of the Demon player.

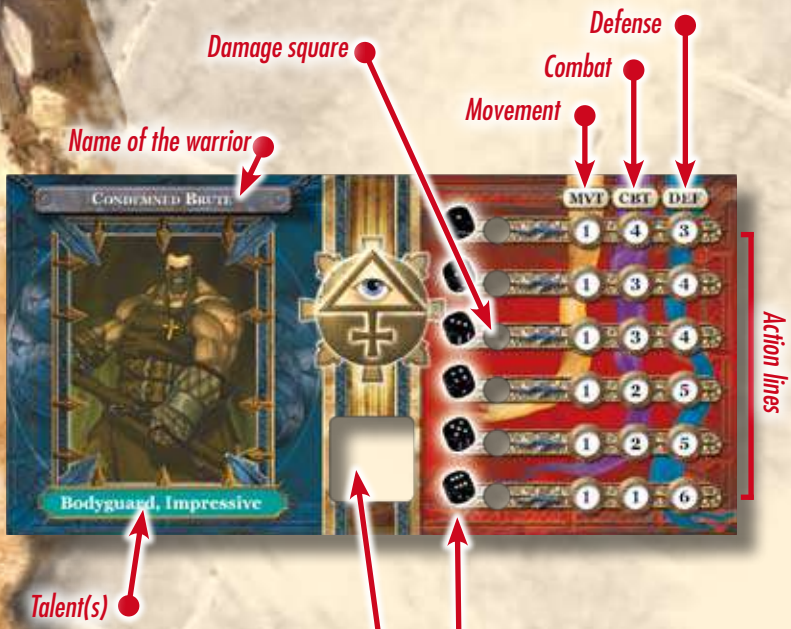
1 Demon miniature;



He uses the Troglodyte rabble whenever possible. Whether he is a tempter, a beast or a warrior, the demon behind the Troglodyte legions is one of those whose sole aim is to destroy the city of New Jerusalem. The Redeemer's only goal is to eradicate him. And few are the demons who will not fight to the death.

The demon is the most tenacious adversary that the Human forces will come up against, and they face a different type in each scenario.

5 Reference cards for the Humans



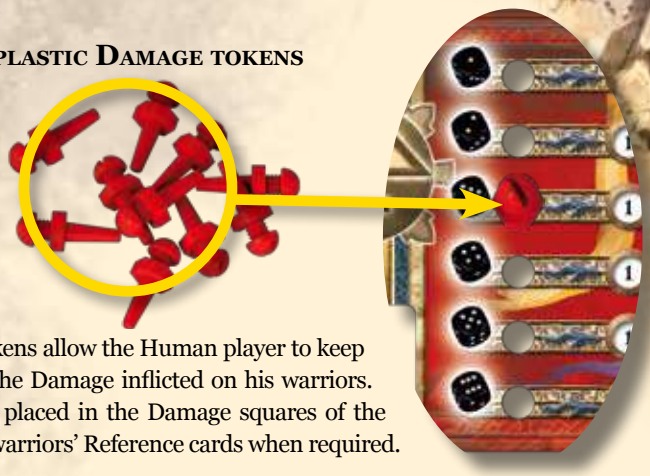
On the cards, you will find all the statistics and talents for the Human warriors. During the game, they will be inserted into the card stands.

5 card stands



These stands are used to note the Damage the Human warriors will suffer during the game.

25 plastic Damage tokens



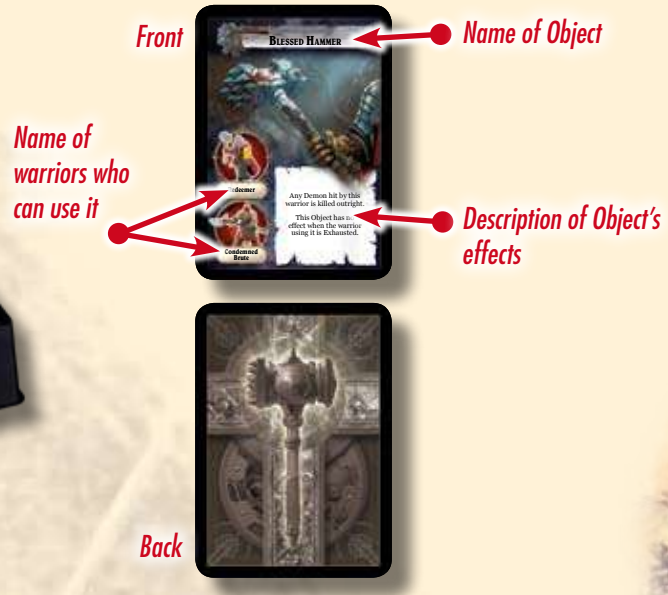
These tokens allow the Human player to keep track of the Damage inflicted on his warriors. They are placed in the Damage squares of the Human warriors' Reference cards when required.

6 Gift cards



These cards show the magical powers that the Redeemer can use during the game.

6 Object cards



These cards represent Objects that can give the Human warriors additional abilities.

15 Advantage cards



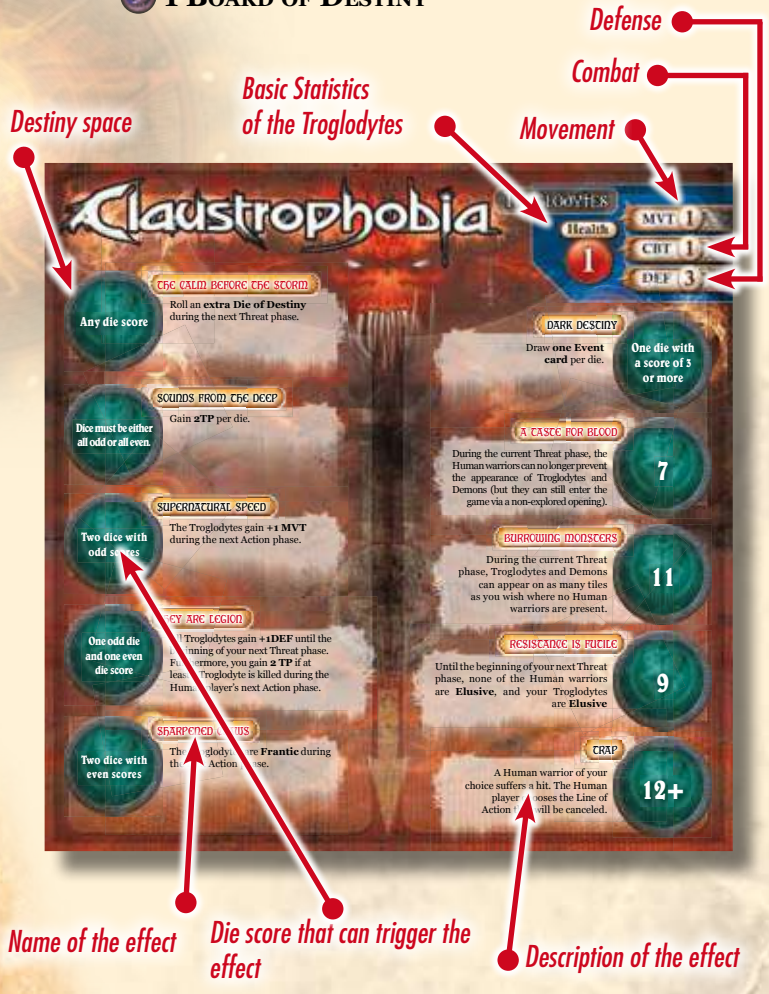
These cards represent minor Objects and Orders that can give the Human warriors temporary abilities during the course of the game.

7 Reference cards for the Demons



Each scenario involves a different type of Demon. These cards are used to define their statistics. When the Demons are wounded, "Wound" tokens should be placed on their card (see below).

1 Board of Destiny



This board is used by the Demon player to keep track of the stats and special abilities of his Troglodyte warriors at all times, for they change constantly throughout the game.

16 Event cards



During the game, the Demon player will trigger "Events" to turn things to his advantage.

20 Threat Point tokens



These tokens are used by the Demon player to play his Troglodyte warriors and Demons.

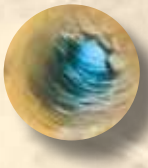
10 Wound tokens



When a demon is wounded, one of these tokens is placed on their Reference card.

3 Hole in the Ground tokens

A specific type of tile (Hole in the Ground) requires the use of these tokens.



2 Tough Troglodyte tokens

Two Event cards (Tough Troglodyte) require the use of these tokens.



1 Courage token

One of the Redeemer's gifts (Courage) requires the use of this token.



1 Blessing token

One of the Redeemer's gifts (Blessed) requires the use of this token. The two sides of the token are different.



4 Treasure tokens

One of the Scenarios (Who Dares, Wins) requires the use of these tokens. The back of one of the tokens is different from the other three.



3 Seal of Protection tokens

One of the Scenarios (The Ritual) requires the use of these tokens.



1 10-sided die

Some scenarios require the use of this die.



12 6-sided dice

Numerous processes of the game (initiative, threat, combat, etc.) require the use of these dice. Unless otherwise specified, when a die roll is required in *Claustrophobia*, it should be performed with a 6-sided die.



1 Rule Book

You are holding the Rule Book right now. It also contains the adventures (scenarios) that you can experience during a game of *Claustrophobia*.

Preparing for Play

The first step is for both players to look at the book of scenarios and choose one of them to play. For your first game, I suggest you play the scenario called «The Survivors». For the following games, you can either pick a scenario at random, or choose one that both players agree on. Each scenario presents you with a specific layout of the materials for the game you are about to play. Whatever scenario you choose, before setting up the game, the packs of Event cards and Advantage cards should be shuffled separately and placed in two separate decks, face down.



It is quite possible that a special rule in the scenario may contradict one of the basic rules of the game. If this occurs, the special rule is always the one to follow.

Before each game, make sure you place the Reference cards for the Human warriors in their card stands.

Playing the Game

Each game is divided into a series of rounds, which are in turn divided into 4 phases to be carried out in order.

Initiative Phase
During this phase, the Human player will determine the stats of their warriors.

Human Player's Action Phase
During this phase, the Human player's warriors will move, explore the tunnels and combat Troglodytes and Demons.

Threat Phase
During this phase, the Demon player will bring the Demons and Troglodytes into play, improve their abilities and draw Event cards.

Demon Player's Action Phase
During this phase, the Demon player's Troglodytes and Demons will move and fight.

Initiative Phase

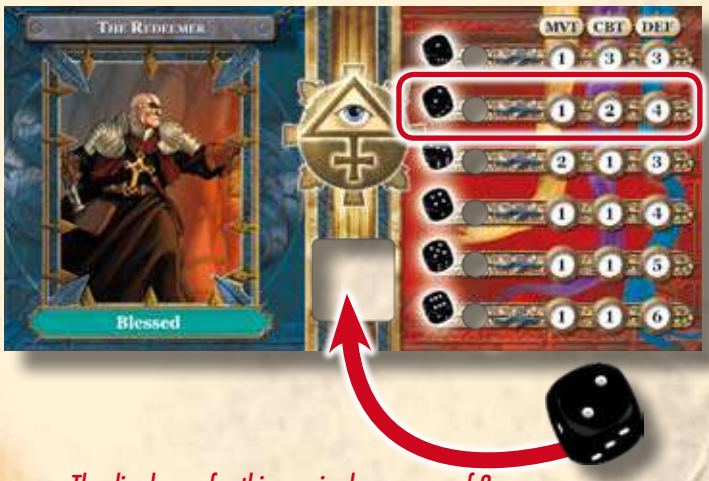
During this phase, the Human player will determine the statistics of their warriors for the current round. To do this, the player rolls as many Action Dice (six-sided) as they have active warriors. Then the player must select a die for each warrior and place it on that warrior's Reference card, in the space marked for this purpose. This die selects which Line of Action will be used by this warrior until the beginning of the next Initiative Phase. During that time, the Line of Action will be the one to define the warrior's stats.

The Redeemer usually has two Gifts, mentioned in the description of each scenario, which can be added to some of the Lines of Action of their reference card.



The Redeemer has the Gift «Aura of Precognition».
This number indicates the score on the Action Die that will allow them to use their gift.
Every time the score chosen for them is 5, then they can use this Gift. Furthermore, the stats will be the ones stated on Line of Action number 5 (MVT 1, CBT 1 and DEF 5), as they would for any other warrior.

If a warrior receives a die score that matches a Line of Action that has been canceled (see Combat, page 13), they will not be able to act normally during the Action phase that follows and will have a DEF of 3 until the next Initiative Phase. In this state, a warrior is considered to be too disoriented, stunned, or wounded to act properly, and has both an MVT and a CBT of 0. They no longer have any Talents and do not benefit from any of the advantages linked to their Objects (excepting the Scepter of Command). The warrior is said to be Exhausted. However, they can still be affected by bonuses to their stats that come from special rules or Advantage cards. If the Redeemer is Exhausted and the canceled Line of Action is one that triggers one of their Gifts, that Gift is no longer usable.



The die chosen for this warrior has a score of 2.
Therefore the player places the die in the relevant square.
His statistics are: MVT 1 (abbreviation of Movement), CBT 2 (abbreviation of Combat) and DEF 4 (abbreviation of Defense).



The die chosen for this warrior has a score of 2.
Unfortunately, that Line of Action was canceled during a combat.
The warrior can no longer move or fight, and will be an easy target for their enemies (DEF 3).

If the number of dice rolled is higher than the number of Human warriors still in play, any dice that are not associated with a warrior are set aside and are not used again during that round.





The Human player rolled 3 Action Dice, as they still have the Redeemer, carrying the Scepter of Command and a Condemned Blade for Hire.
The Redeemer is given a score of 3.
The Blade for Hire is given a score of 4.
The last die is set aside and is not used again during that round.

Healing

The effects of certain cards can «heal» a previously canceled Line of Action. In this case, the corresponding Damage token should be removed. If the line that has just been healed, is the line designated by the warrior's Action Die in the Initiative phase, then they are no longer considered to be Exhausted and can act normally.

Human Player's Action Phase

During this phase, each of the Human warriors will be able to perform their actions. The Human player must activate their warriors one at a time. Each warrior must have finished their activation before the next warrior can be activated. During their activation, a warrior can either move first and then engage in combat, or engage in combat first, then move. Neither movement nor combat are required. A warrior cannot begin to move, engage in combat, and then finish their movement. The rules for movement and combat are described in detail on pages 11 and 13 respectively.

Advantage Cards

In general, the description of each scenario grants the Human player the use of a given number of Advantage cards. These cards can be used at the time stated in their description (and must then be discarded). The Human player can't draw any more Advantage cards once the game has begun.

Objects

Some warriors can carry and use Objects that improve their statistics or give them special abilities. The warriors cannot exchange objects, put them down, pick them up, or destroy them in any way. The Objects are removed from play only when their owner is killed or leaves the game.

Threat Phase

The Demon player rolls 3 Dice of Destiny (six-sided), and positions them in the Destiny square or squares of their choice, following any restrictions that may apply and immediately applies the relevant effects to the chosen Destiny squares. If a tile or a card allows them to roll a greater number of Dice of Destiny, then they can place them all on their Board of Destiny.

The Calm Before The Storm allows the Demon player to roll an extra Die of Destiny during their next Threat phase.

Sounds From The Deep allows the Demon player to gain Threat Points (TP) that they can either choose to save for later or spend to play their warriors.

Supernatural Speed, **They Are Legion** and **Sharpened Claws** allow the Demon player to improve the stats of their Troglodyte warriors.

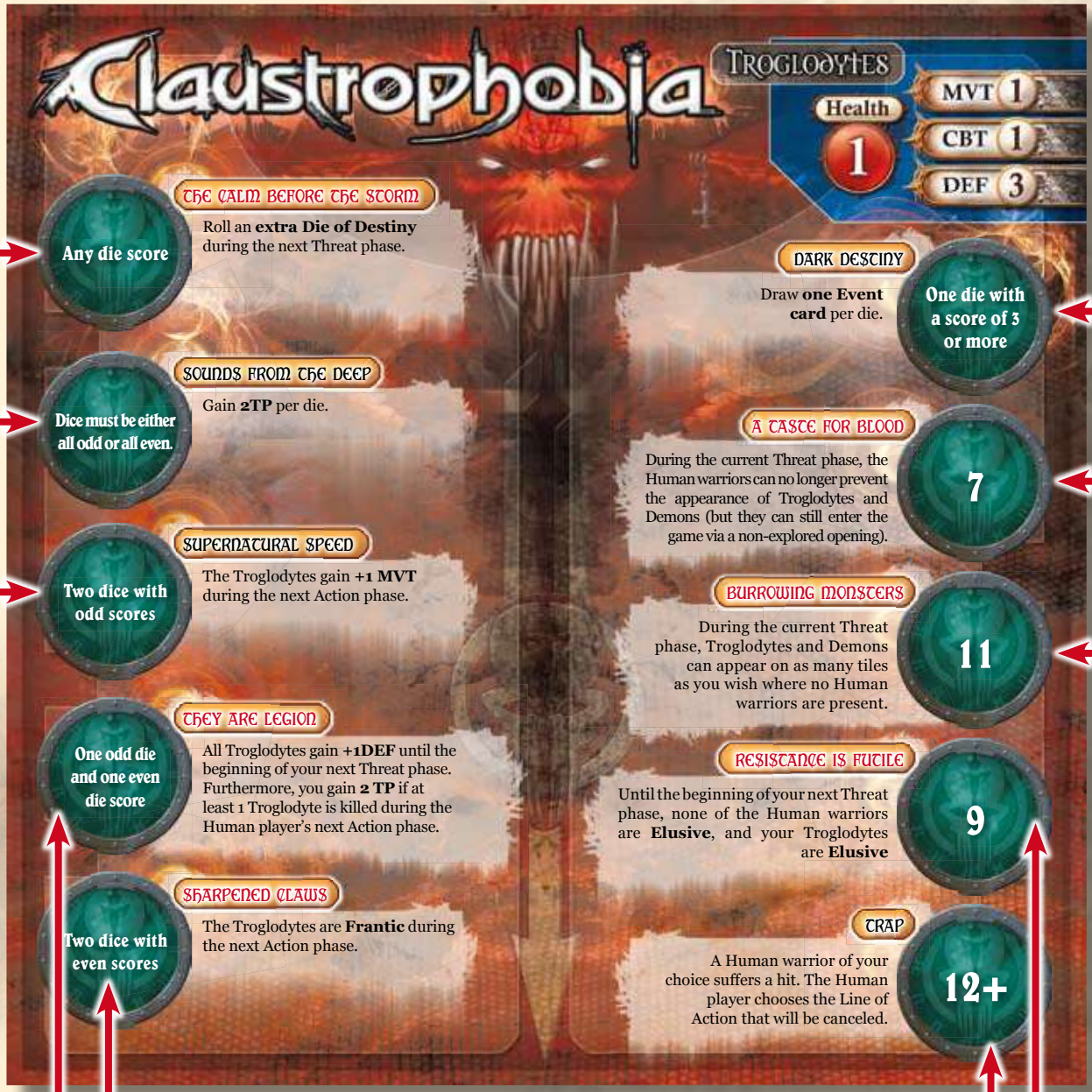
Dark Destiny allows the Demon player to draw one or more Event cards from the deck.

A Taste For Blood and **Burrowing Monsters** makes the rules for introducing the Demon player's warriors much more flexible. Please note: if you combine both Events, Troglodytes and Demons can enter the game on any of the tiles in play.

Resistance Is Futile will limit the Movement of the Human warriors while improving that of the Troglodytes.

Trap will cause damage to a Human warrior.

Abilities printed in **red** can only be selected once per game.
There are no limitations for the Abilities printed in **black.**



To apply this effect, two dice with an even score must be placed in this square.

To apply this effect, two dice must be placed in this square: one with an even score and one with an odd score.

To apply this effect, two dice with an odd score must be placed in this square.

All the dice placed in this square must have either all odd or all even scores.

To apply this effect, one die must be placed in this square.

To apply this effect, any number of dice with a total score of 12 or more must be placed in this square.

To apply this effect, any number of dice with a total score of 9 must be placed in this square.

To apply this effect, any number of dice with a total score of 11 must be placed in this square.

To apply this effect, any number of dice with a total score of 7 must be placed in this square.

To apply this effect, one die with a score of 3 or more must be placed in this square.



All the Dice of Destiny must be applied to the Board of Destiny before the effects they trigger can be resolved.

The Demon player is leaving the Human player alone for a round. They will use this round to reinforce their strength. The Dice of Destiny score 2, 3 and 4.



They therefore place a die in this square. It has a score of 3 or higher. They can then pick an Event card and add it to their hand.

They then place two dice in this square. Both of them have even scores. The player therefore gains 4 TP, which will allow them to send in 4 Troglodytes during a later round (they could very well send them into play during the current round but choose to wait and launch a larger-scale attack later on).

The Demon player tries to catch and slaughter the Human warriors who are running away. Having chosen the result «The Calm Before The Storm» during the previous round, they roll 4 dice instead of 3. The Dice of Destiny score 1, 1, 4 and 6.



The Demon player places 2 dice with odd scores in this square. The Troglodytes receive a bonus of +1 MVT.

Then they place 2 dice with even scores in this square. The Troglodytes are now Frantic! That will be a sure advantage for the coming round.

Once the Dice of Destiny applied and their effects resolved, the Demon player can send their warriors into the game. Each Troglodyte costs 1TP. The Demon player can also send in a Demon by paying 5 TP (check the scenario details to see the demons' statistics). They can be placed on one or several tiles, but the Tunnel Size Rule must be applied (see Movement, page 11) and the following restrictions also apply:

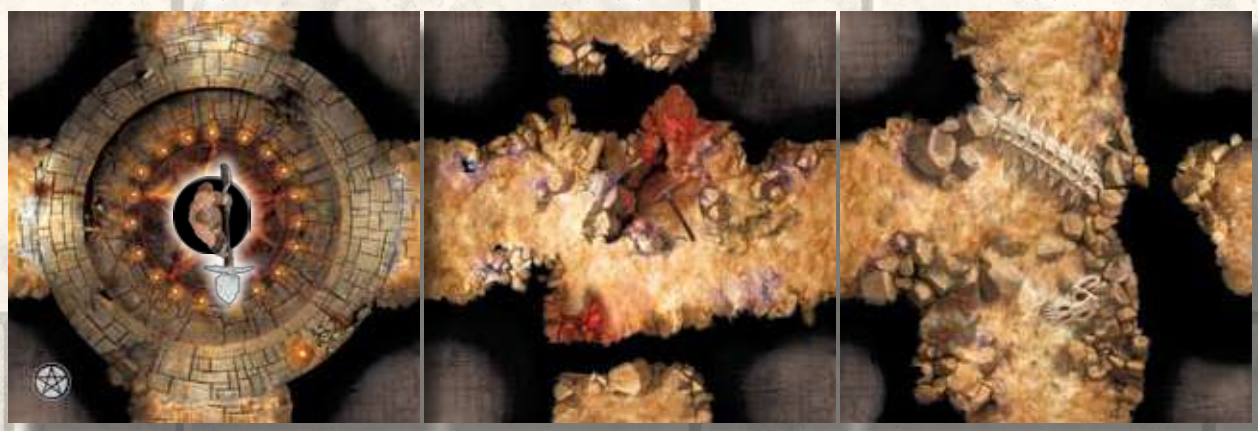
- The tile must have at least one unexplored opening.

An opening is considered «unexplored» if it leads to a part of the catacombs that is not yet represented by a tile.

- The tile must be empty of Human warriors.

Warriors that are sent into play during the Threat phase can act normally during the following Action phase.

(B) *(A)* *(C)*



Warriors cannot be sent into play on tile (A), as it doesn't have any unexplored openings. Warriors cannot be sent into play on tile (B), as it has a Condemned Brute on it already. On the other hand, tile (C) can be used to send in one or more warriors.

Event Cards

The Dark Destiny result of the Board of Destiny allows the Demon player to draw an Event card. This card can be kept in his hand or used at the time indicated in its description (and must then be discarded).
The Demon player can keep as many Event cards in his hand as he wishes.



Demon player's Action phase

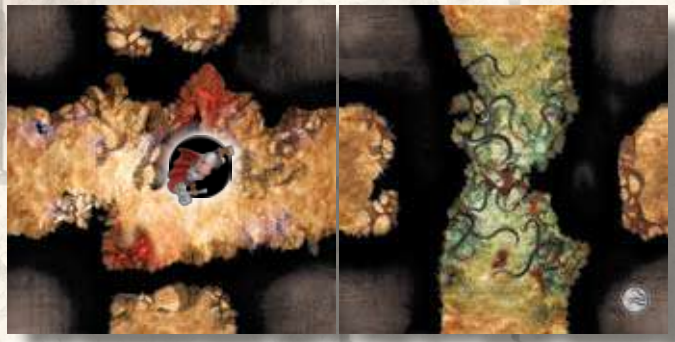
The Demon player's Action phase is almost identical to the Human player's Action phase except for one thing: the Demon player's warriors can never explore any openings (see Exploration, page 12)

Movement

Movement is always optional. Every time a warrior moves, they can spend all or part of their MVT score. Leaving a tile to move to the next tile connected by an opening costs 1MVT. However there are two important restrictions to take into account:

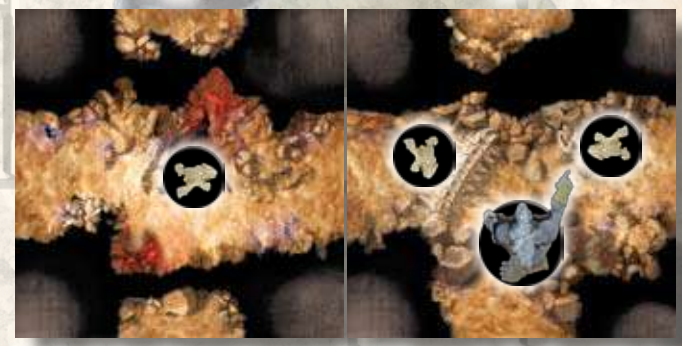
- Tunnel Size Rule: a tile cannot contain more than 3 warriors from each side.
- Blocking Rule: a warrior can only leave a tile containing enemy units if there are at least as many warriors from their side as there are enemies.

(A) (B)



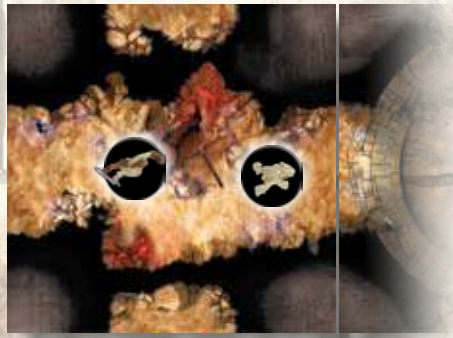
The Redeemer cannot move from tile (A) to tile (B) because they are not connected by a common opening.

(A) (B)



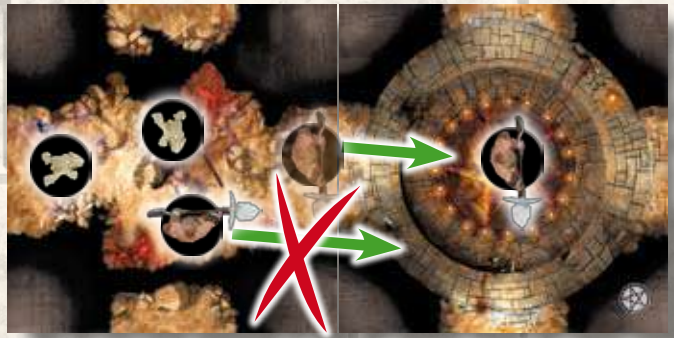
The Troglodyte (A) cannot move to tile (B) because it already contains two Troglodytes and a Demon.

(A)



The Troglodyte can leave tile (A) because it only contains one Condemned Blade for Hire.

(A) (B)



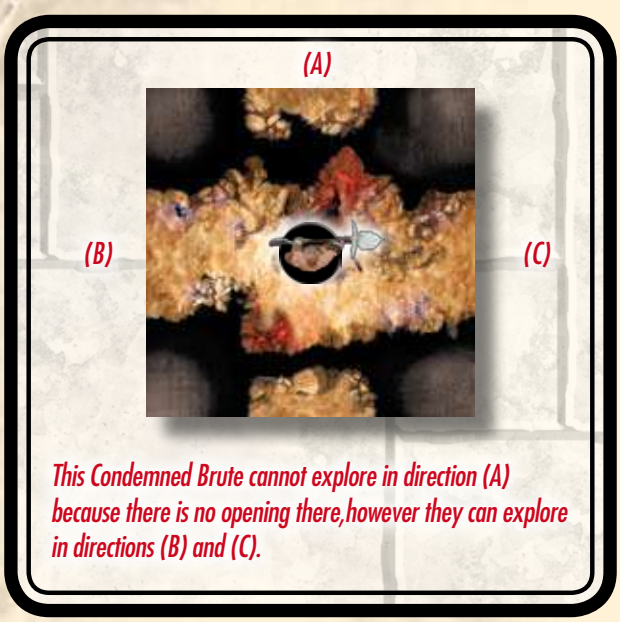
Two Condemned Brutes want to leave tile (A). The first one can move normally as the tile contains 2 Troglodytes.

After the first Brute has moved, the second cannot leave the tile, as they are now in inferior numbers.

Exploring

During their movement, a human warrior can spend 1MVT to explore a nearby opening and therefore reveal a new tile. While doing so, they must apply the Blocking Rule (see Movement, page 11). The procedure goes as follows:

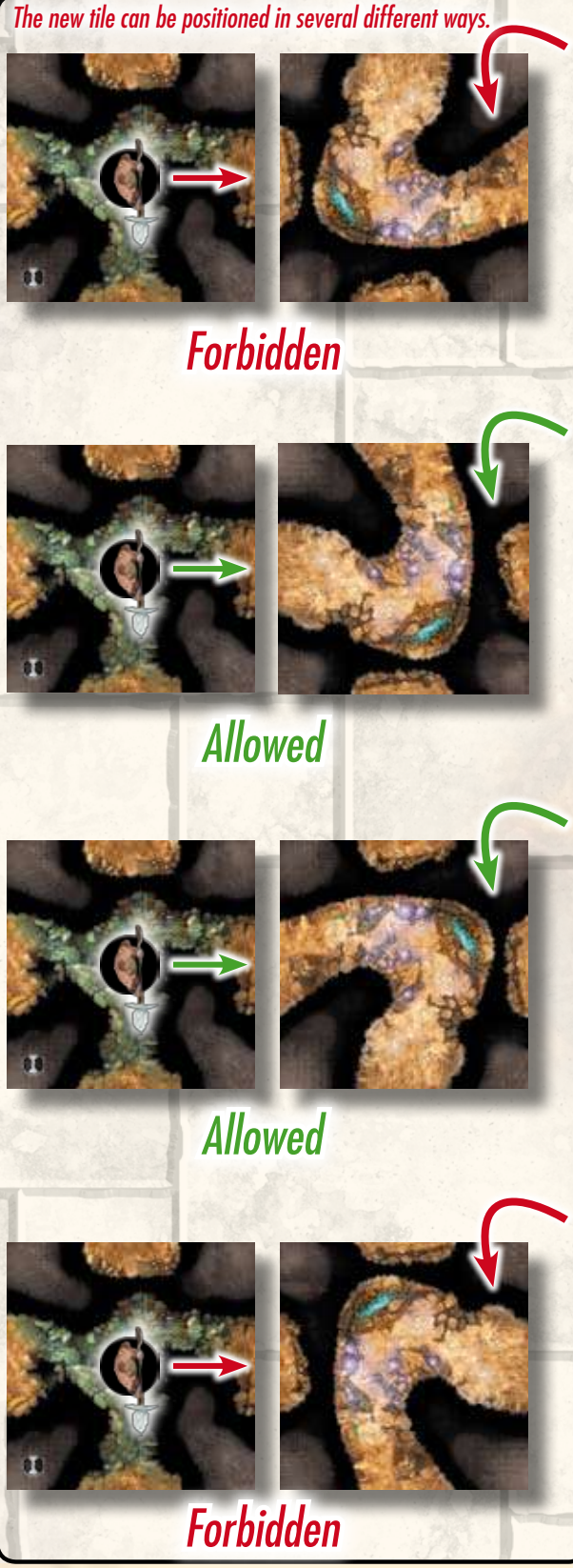
- The Human player draws the first tile from the stack and gives it to the Demon player.
- The Demon player places the new tile in contact with the explored opening, any way they like, as long as the new tile is accessible to the warrior exploring it.
- The Human player then places their warrior on the new tile.
- Any effects the tile may have are triggered (see Special tiles, page 24).
- The Human warrior may continue to move if they still have any remaining MVT score.



This Condemned Brute cannot explore in direction (A) because there is no opening there, however they can explore in directions (B) and (C).



The new tile can be positioned in several different ways.



Dead Ends

If, after exploring an opening, the board is left with no more unexplored openings, the last tile to have been placed is discarded and a new tile is drawn, and so-on until an unexplored opening appears.

Combat

When a warrior engages in combat, the procedure is as follows:

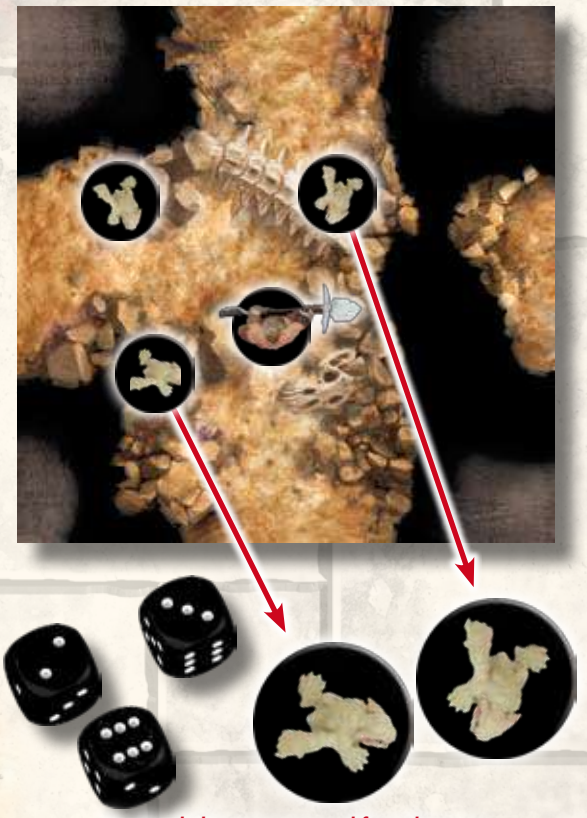
- The player controlling the warrior that initiated the attack must choose which of the enemies on the same tile they are going to target. Exception: all Troglodytes present on the same tile count as a single target.
- The player rolls a number of Combat Dice equal to the warrior's CBT score. Each die with a score higher than or equal to the selected target's DEF score is counted as a hit.
- The player that controls the warrior or warriors that have been hit must then resolve the hits:

  For Troglodytes, the resolution is simple, since a single hit is enough to kill a Troglodyte. The miniature is removed from the game. If several hits are achieved, a Troglodyte is killed for each one.

  For Demons, each hit enables the Human player to place a Wound token on its Reference card. As soon as the number of Wound tokens on its card becomes equal to or greater than its Health score, the Demon is removed from the game.

  For Human warriors, each hit requires the Human player to select a Line of Action which will then be canceled. Then they place a marker in the relevant Damage square. Once all 6 Lines of Action of a Human warrior have been canceled, they are declared dead and their miniature is removed from the game.

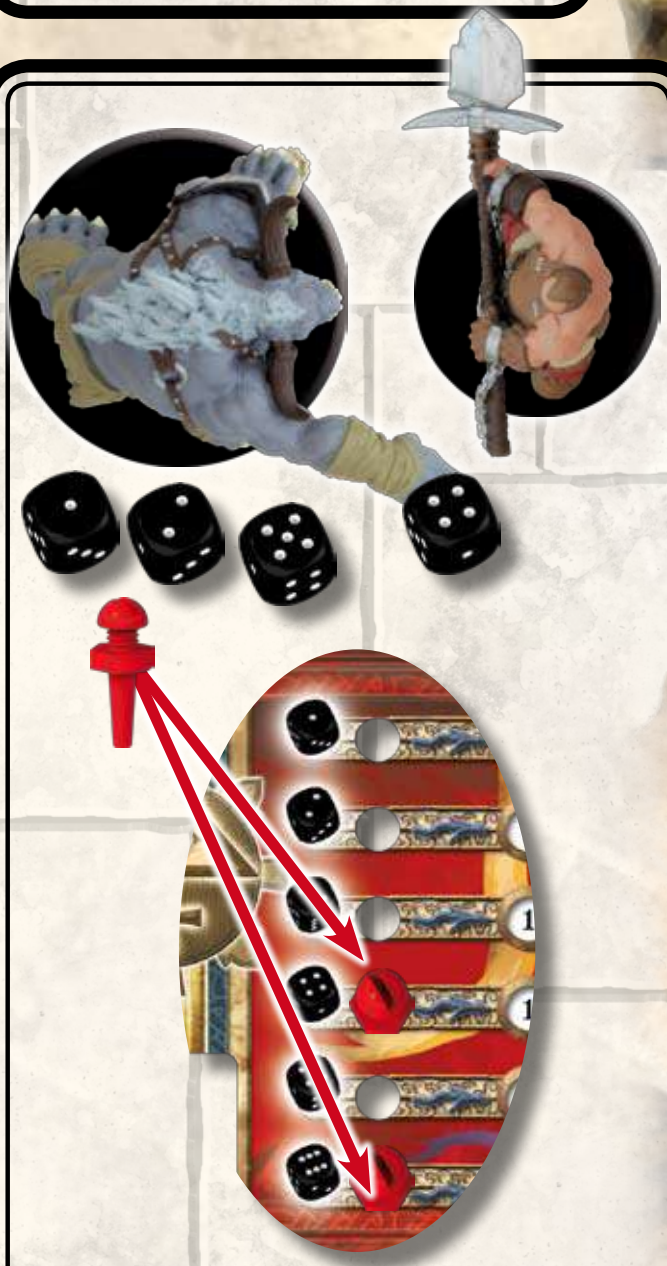
During this round, the Condemned Brute has a CBT score of 3. The Human player therefore decides to target the Troglodytes positioned on the same tile. They roll 3 dice and score 2, 3 and 6. The DEF score of a Troglodyte is 3. Two hits!



Two Troglodytes are removed from the game.

Important

No matter what bonuses they have received, a warrior's DEF score can never be higher than 6.



The Demon is attacking their opponent. They have a CBT score of 4, so the Demon player rolls 4 dice. They score 1, 2, 4 and 5, which means 2 hits, as the Condemned Brute's DEF score is 4. The human player chooses to place their markers in Damage squares 4 and 6 of the Brute's Reference card.

Damage Effects

If a canceled Line of Action matches the Action Die that the warrior was given during the Initiative phase, they are not yet considered to be Exhausted. A warrior is only Exhausted if they are given an Action Die that matches a previously canceled Line of Action during the Initiative phase.



The Condemned Blade for Hire can attack the Troglodytes on tile (A) with their Blunderbuss, but not the Demon on tile (B), since there is no opening between that tile and the Blade for Hire's tile (C).

Ranged Combat

Some weapons (Grenade, Blunderbuss) allow warriors to attack one or more targets on an adjacent tile. For such an attack to be possible, the attacker's tile and the target's tile must be connected by an opening.

Talents

Some warriors have Talents which give them extra abilities during the game.

Elusive

A warrior with this Talent can move without taking into account the number of enemy warriors (they are therefore not affected by the Blocking Rule).



Because of their Elusive Talent, this Blade for Hire can leave tile (A) even though it contains 3 Troglodytes.

IMPORTANT

A Human warrior cannot use any Talent while they are considered to be Exhausted.

Frantic

A warrior with this Talent can re-roll each Combat die once if it did not produce a hit the first time (if its score was inferior to the DEF score of its target).

Bodyguard

Every time an allied warrior on the same tile is hit by an attack, a warrior with this Talent can choose to suffer the effects of that hit in their place.

The Demon has just attacked the Redeemer and scored 2 hits. The courageous Condemned Brute standing on the same tile as the Redeemer decides to take the effects of one of these hits for himself. The Human player must therefore place one marker in a Damage square of the Redeemer's Reference card, and one in a Damage square on the Brute's Reference card.



Impressive

A warrior with this Talent can prevent an enemy from leaving the tile that they are currently on (except for the Hole in the Ground tile). If an Elusive warrior is on the same tile as one or more Impressive enemies, the two Talents cancel each other out and the normal Blocking Rule applies to all.



The Demon has the Impressive Talent and is accompanied by a Troglodyte. The Blade for Hire wishes to leave the tile, but their Elusive Talent is canceled out. The usual Blocking Rule therefore applies: They will have to kill at least one of the enemy warriors before they can move.

Blessed

A warrior with this Talent can, during the Initiative phase, after the Action Dice have been applied, provide support to another warrior of their choice. The chosen warrior can choose to gain a either a bonus of +1 MVT or +2 CBT until the end of the following Action phase. Place the Blessing token, showing the appropriate side, on the relevant warrior's card stand.

Furthermore, if the Line of Action that the warrior was using is canceled, it is immediately healed.

This talent can only be used once per scenario. Discard the Blessing token at the end of the Action phase during which the Talent was used.

Now you're ready to play!

Handicaps

If both players are not of the same level of experience (a young fledgling versus an old-timer, for example), you can apply certain handicaps to better balance out the games and scenarios.

Handicaps for the Human Player

These options make the game simpler for the Demon player:

- Before the game begins, the Demon player removes the 3 following cards from the deck of Event cards: 1 «Lost» and 2 «Panic!» cards. By removing the harder cards to play, they have a better chance of drawing a card that will be really useful to them.
- The Demon player begins the game with 3 extra TP.

Handicaps for the Demon Player

These options make the game simpler for the Human player:

- The Human player draws one extra Advantage card.
- The Human player can choose one extra Gift for the Redeemer.

Scenarios for Experienced Players

After having played the same scenarios several times, experienced players will begin to tire of them, and will want to make the game more interesting. This special rule is designed for them! The game is played in the usual fashion, but the set-up will change in the following way: a reverse auction will take place, with a starting price of 21 points. The next player to bid must always bid a lower value. The player to bid the lowest value wins the auction, and will play the Humans. They will have to assemble a team with the value equal to their winning bid. The cost of each team element is as follows:

- Redeemer (maximum 1): free and mandatory;
- Gifts (maximum 4): 2 points per Gift;
- Condemned Brute or Blade for Hire (maximum 2 of each): 3 points per warrior;
- Objects: 2 points per card (chosen from all available cards);
- Advantage cards: 1 point per card (drawn randomly from the deck of all available cards).

The Objects must be given out to the warriors before the game begins. The human player must apply the restrictions stated on each Object's card (for example, a Blunderbuss can only be used by a Condemned Blade for Hire or by the Redeemer).

You have just won the auction with a budget of 17 points and you want to build up a particularly solid team that will be focusing on defense rather than attack. Your selection is therefore the following: The Redeemer, with Gifts «Aura of Courage» and «Aura of Healing» (4 points), two condemned brutes, each with a Shield of Steel (5 points each) and finally, you draw 3 Advantage cards.



Special tiles

Some tiles carry special rules that are good to know and resolve when a warrior sets foot on them.

Stash

The effects of these tiles depend on the scenario you are playing. If nothing is specified in the scenario, the tile has no effect.

Hungry Tunnels

Each time a warrior standing on this tile is hit during a combat, the effects of that hit are doubled, while the tunnel's tentacles greedily suck their blood. Therefore, each hit obtained on this tile can: kill 2 Troglodytes, cause 2 Wound tokens to be added to a Demon's Reference card, or make the Human player place markers in 2 Damage squares of the targeted warrior. The effects of this tunnel are not taken into account when resolving the effects of a Grenade.

Tight Tunnel

This tile can only hold one warrior from each side instead of the usual 3.

Flooded Tunnel

When a warrior enters this tile, they must immediately end their Movement (even if his MVT potential is not fully used up). Leaving this tile will cost a warrior their full MVT potential.

Booby-Trapped Tunnel

The first time a human warrior enters this tile, the Demon player rolls a die and applies the following effects:

1	Nothing happens
2-3	The warrior suffers 1 hit.
4	The warrior immediately ends their Movement.
5	Place a Troglodyte on this tile.
6	The warrior suffers 2 hits.

Demonic Mechanism

During the next Threat phase, the Demon player rolls one extra Die of Destiny. This effect is only triggered the first time a Human warrior enters this tile.

Pentacle Room

This tile can hold 5 warriors per side instead of the usual 3.

Exit

This tile can hold 5 warriors per side instead of the usual 3.

Lair

The Demon player can always make Troglodytes appear on this tile.

Hole in the Ground

When this tile is played, the Demon player must place a Hole in the Ground marker on another tile already in play. The Troglodytes can spend 1MVT to move between a tile with a Hole in the Ground to another tile that has a Hole. This action is considered to be a Movement, but the Blocking Rule and the Impressive Talent have no effect on it.

Glossary and Abbreviations

Damage Square: space in which a Damage token can be placed and which shows the area hit by damage for a human warrior.

CBT: abbreviation of Combat. One of the three statistics that define the warriors of *Claustrophobia*.

Action Die: A six-sided die rolled by the Human player during the Initiative phase. This die defines the stats of the Human warriors.

Combat Die: A six-sided die rolled by either player during their Combat phase. This die defines the effects of an attack.

Die of Destiny: A six-sided die rolled by the Demon player during the Threat phase. Amongst other things, this die defines the stats and special abilities of the troglodytes.

DEF: abbreviation of Defense, one of the three statistics that define the warriors of ***Claustrophobia***.

MVT: abbreviation of Movement, one of the three statistics that define the warriors of *Claustrophobia*.

Exhausted: state of a Human warrior who rolls an Action die that causes a Line of Action to be canceled. An Exhausted warrior is practically defenseless. (see initiative phase, page 7)

Frantic: Talent possessed by certain warriors (see Talents, page 14)

Bodyguard: Talent possessed by certain warriors (see Talents, page 14)

Elusive: Talent possessed by certain warriors (see Talents, page 14)

Impressive: Talent possessed by certain warriors (see Talents, page 15)

TP: abbreviation of Threat Point. They represent the military strength of the Demon player. It will cost them a given number of Threat Points to play each of their warriors (Troglodytes or Demons).

Blocking Rule: one of the two rules that restrict the warriors' movements.

Tunnel Size Rule: one of the two rules that restrict the warriors' movements.

Blessed: Talent possessed by certain warriors (see Talents, page 15)

Credits

Game created by	CROC.
Introductory novels	Thomas Hervet.
Many improvements added by	Emmanuel Beltrando.
Additional ideas	Frédéric Frugier.
Play tests and scenario balancing	Philippe Villé, François Moreau, Philippe Masson et Gilles Reynaud.
Technical proofreading	François Doucet et Alexandre Quicroix.
Corrections	Yann Arndt.
Cover	Aleksi Briclot.
Graphic design	Stéphane Gantiez.
Illustrations	Bertrand Benoît.
Original sculpture	Jacques-Alexandre Gillois, Thomas David et Michaël Bigaud.
Master painting	Jérôme Otremba.

Visit www.asmodee.com for new scenarios and hints and tips on how to play.

Asmodee editions LLC 35 Gateway Drive suite 301 Plattsburgh NY 12901 USA