

One Card Dungeon



Adventure pack

Harbour Clash

From unfathomable depths, an ancient power stirs. The dark abyss, home to forgotten creatures, opens wide, releasing a threat that rises with the tide. The waves carry a chilling omen of destruction. Only those brave enough to face the unknown can push back the darkness and save the harbor from impending ruin.

Components

1 Dungeon card (front/back)

1 Class Card

5 Item Cards

One Card Dungeon: Harbour Clash is a standalone adventure that follows the same setup and rules as the base game and the *M'Guf-yn Returns* expansion, with some unique new features included in this adventure pack, detailed below.

Note: The components of the One Card Dungeon base game are required to play.

New Dungeon Card

The Dungeon Card introduces a new rule: Water tiles, which grant monsters a boost. When one or more monsters are on a Water tile, bonus values are added to their base Movement, Attack, Defense, and Range stats. These bonus values, unique to each type of monster, are printed next to their base stats.



Treasure Chest

If you are playing with this module, place the Treasure Chest die on the tile with the red X.

Note: The *M'Guf-yn Returns* expansion is required to play with this module.



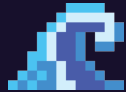
New Class: Corsair

Once per Dungeon level you can move to any free tile in the Dungeon, regardless of your current Movement value.

The new Corsair class can also be used in the base game, the *M'Guf-yn Returns* expansion, and with other One Card Dungeon adventure packs.

New Module: Item Cards

The One Card Dungeon adventure packs introduce a new module, which can also be used in the base game and the *M'Guf-yn Returns* expansion: Item Cards. You can also combine the Item Cards found in this pack with those from other One Card Dungeon adventure packs, except for the Item Card with a wave icon in the top right corner, which is unique to the **Harbour Clash** adventure pack.



During setup: Shuffle all the Item Cards and draw 3; these are the items you will use during your game. Alternatively, you can choose the 3 Items to try different combinations based on the Class you have chosen. Discard the other items; they will not be used during the game.

Gameplay: During the game, when needed, you can use one or more Item Cards. Each card details its immediate effect. Each item can only be used once (unless otherwise specified). Once used, discard the Item Card, as it will no longer be available during the game.

Example: After an Adventurer phase, you could use the Hourglass Item card. This allows you to immediately take another Adventurer phase, skipping an entire Monster phase.

Once used, discard the card from the game.



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