The Ghosts Betwixt Rulebook

Young Richie has been kidnapped—taken into a rural farmhouse that doubles as the Halloween haunted house "Worlds of Terror," ran and inhabited by the Bennert family. Richie's brother, sister, mother and father are en route via the family station wagon, equipped with unimpressive weapons quickly gathered from their suburban home. They all share the same feeling: it's going to be a long night.

The Ghosts Betwixt is a cooperative dungeon crawler set in 1990s Midwestern suburbia, wrapped around a multi-layered mystery. Why Richie? What are the Bennerts up to? What does Worlds of Terror have to do with the kidnapping? There's only one way to find out…

The Ghosts Betwixt's story is unveiled across a number of campaign-style missions. To begin, simply take Mission Guide 1, as it will instruct you how to begin the adventure. Do not open any of the envelopes or reveal the next layer in the box until instructed.

ATTENTION PLAY TESTERS – Anything highlighted in red within this Rulebook may be skipped, as it either is not applicable to Mission 1 or not yet available in Table Top Simulator.

Description of Contents

The following briefly details the purpose of each component in The Ghosts Betwixt.

- Map Tiles – Revealed throughout the mission by drawing Map Tile Tokens during the Drawing Phase.
- Family Dashboards – Tracks Hit Points (HP), Focus Points (FP), Strength (Str), Accuracy (Acc) and organizes battle chips and equipment. Each family member has his or her own Family Dashboard.
- Supplemental Dashboards – Maddox and Joan have their own supplemental dashboards to organize their firework talents and syringe talents, respectively.
- Family Diary – Tracks equipment, talent upgrades and more. If a mission is failed, everything reverts back to the status within the Family Diary.
- Monster Groups – Spawned from Monster Tokens drawn from the Fate Bag. Monster groups incorporate all monsters of the same kind. Monster groups have a maximum of six monsters.
  - Monster Cards – Card language and stats for each monster in a monster group.
  - Monster Weapon Cards – Equipped by individual monsters within a monster group, as indicated by their Monster Card. Provide additional hit die and weapon effects to individual monsters.
  - Monster Tracker – A dashboard on which to organize a monster group and track each monster's HP, Monster Weapon and Target Tokens.
  - **ATTN Playtesters** – The Monster Trackers are not yet ready. Instead, when spawning monsters, simply place the Monster Card(s) in a spacious area on the table. There are six "positions" around each Monster Card: Position 1 is directly above the Monster Card,

and the remaining positions are in clockwise order around the rest of the Monster Card. These positions are designated to track each individual monster of a monster group.

- For example, if three Guard Dogs spawn, place the Guard Dog Monster Card. And because Guard Dogs draw Monster Weapon Cards, draw a card for the first Guard Dog and place it above the monster card (position 1). Draw another card and place it by the top right of the Monster Card (position 2). And finally, draw a third and place it to the bottom right of the Monster Card (position 3). You will place an HP Dial (or HP Tokens) and a Target Token for each monster.

- Battle Chips – Placed on the Family Dashboards to represent a family member's combat dice. Battle chips include base battle chips (semi-permanent) or bonus battle chips (used during next attack or defense roll).
- Fate Tokens – Randomly drawn from the Fate Bag and dictate the upcoming challenges, rewards and map tiles in the mission.
- Fate Bags – Used from which to draw Fate Tokens. Multiple Fate Bags are used when the path splits in multiple directions.
- Target Tokens – Indicates a monster's focus. All active family members' Target Tokens are placed in the Target Bag, while any "lookout" or "KO'd" family members' Target Tokens remain on their dashboards. Each monster will always possess a Target Token; therefore, it will always have a target.
- Equipment Decks – Weapons, protective clothing and accessories that can be equipped onto a Family Dashboard. Organized into brown, green, blue and purple decks, each representing their rarity. When setting up a campaign, **only the Brown Deck's "Base Equipment" is accessible.** As the campaign progresses, "Equipment Collections" will be unlocked and added to these decks.
- Equipment Collections – May be purchased as the campaign progresses. When an Equipment Collection is opened, its contents are shuffled into respective decks, and it may include additional rewards (or challenges).
- Item Deck – Provide variety of benefits. Must be in an Equipped Item position on the Family Dashboard to use.
- Drop Deck – Drawn at the end of the Combat Phase. Indicates what is found among the battlefield.
- Temporary Drop Deck Cards – Temporarily added to the Drop Deck after defeating a monster with a green, blue or purple monster weapon or if indicated by its monster card. Provides players a chance to draw an equipment card from a more lucrative deck.
- Monster Trophy Tokens – Evidence of the family cleaning up the Worlds of Terror haunted house. Someone may find these trophies valuable.
- Book Deck – Offers books that provide Weapon Proficiency Tokens or Talent Points.
- Stash – A collection of up to five cards shared by the family members.
- Activation Token – Used to track which family members have activated during the current round.

- Status Effect Tokens – Represent helpful or harmful status effects on a family member or a monster. Some are two-sided, representing the number of rounds that it remains in effect.
- Numbered Tokens – May be placed on FM Dashboard to adjust an FM's resistance to elemental damage or serve as a reminder of passive damage or armor from equipment.
- XP Tokens – Track the number of experience points collected by each family member that can be spent to level up.
- Bennert Bucks – The money used by the employees of the Worlds of Terror for goods and services.
- Monster and Family Member Standees – Represent the participants in the adventure.
- Doors – Placed in a map tile's open doorway after a Door Token is drawn during the Drawing Phase.
- Weapon Proficiency Tokens – Allow for rerolling hit die or dealing critical hits. Earned by becoming increasingly proficient in a specific weapon type.
- Hit Dice – Determine if an attack hits its target (hit successes) and if a weapon's special abilities activate (weapon effects).
- Damage Dice – Determine the damage dealt by an attack.
- Defense Dice – Determine if any of the damage is reduced (shields), hit successes are negated (evades) or the monster targets a different family member (skulls).

1. Overview

1A. Player Roles

The Ghosts Betwixt is intended for 1 to 4 players who cooperate to find and save Richie. His Mom (Joan), Dad (Bill), Sister (Avelynn) and brother (Maddox) are **all** used, regardless of the number of players.

During a mission, until stated otherwise, there are always three "active" family members **(FMs)**, while the remaining is "on lookout," awaiting to be brought back into the action. **(1F)**

"AI" controls the monsters with the assistance of a player. **(3A)**

Suggested player setups include:

- 1 player – Controls all FMs and monsters.
- 2 players – Each player controls two FMs, with one FM on lookout. The player with only one active FM may control the monsters.
- 3 players – Each player controls one of the three active FMs. Whenever a player's FM goes on lookout, he or she controls the newly active family member. Players may either designate one player to control monster AI or may share monster AI duties.
- 4 players – Each player controls one family member. Whichever player's FM is on lookout may control the monsters.

* Whenever possible, players shouldn't have to roll a monster's attack dice against his or her own FM.

1B. Setup

To set up the first Story Mission… **(If playing on Table Top Simulator, the following highlighted in green has already been done for you)**

1. Distribute all four Family Dashboards and set stat dials to the starting amounts indicated by each FM's Family Diary. For example, set Bill's HP to 10, FP to 5, Str to 3 and Acc to 1.
2. Choose which three FMs will be active and which FM will be on lookout. **(1F)**
3. Add Target Tokens to the Target Bag of the active FMs. The lookout FM's Target Tokens will remain on his or her FM Dashboard.
4. Shuffle the following decks of cards and place within reach:
   a. Brown Equipment Deck
   b. Item Deck
   c. Book Deck
   d. Drop Deck
   e. Monster Weapon Deck (Beast)
   f. Monster Weapon Deck (Humanish)
5. Organize all Status Effect Tokens, XP Tokens, Bennert Bucks Tokens, etc.
6. Consult Mission Guide 1
   a. Add appropriate Fate Tokens to the Fate Bag
   b. Choose starting equipment, indicated by Mission Guide
   c. Set appropriate map tiles and Monster Cards within reach
   d. Place starting map tile
   e. Place three active FMs on the map tile
   f. Begin searching for the first objective!

1C. Game Phases Overviews

The Ghosts Betwixt's missions comprise of four phases:

- Exploration Phase – Usually occurs at the beginning of missions and almost always occurs after the Combat Phase. Place at least one FM adjacent to an objective, a door, vending machine or within a map tile that has a Surprise Event Token. **(3B)**
- Drawing Phase – Commences at the end of the Exploration Phase after an FM opens a door. Draw tokens from the Fate Bag to determine what awaits the family. **(3C)**
- Placement Phase – Resolve all Fate Tokens. Place appropriate monsters onto Monster Tracker. If no Monster Tokens are drawn, the Exploration Phase begins again. **(3D)**
- Combat Phase – Occurs if Monster Tokens were drawn. FMs and monsters alternate activations. For example, an FM of the player's choice will activate first, unless ambushed. Then the first monster group will activate, then a second family member, then the second monster group, and

so on, until all characters have activated. The Combat Phase will often play out over several rounds. **(3E)**

Once all monsters are defeated and loot and XP have been distributed, the Exploration Phase begins again.

* Each mission consists of multiple objectives. The Mission Guide will disclose in which phase an objective is resolved.

1D. Actions

During the Combat Phase, each FM receives one activation per round. During an activation, an FM can perform any two of the following actions but not the same action or talent twice.

- Move: Gain movement points equal to the character's speed and move that number of spaces. If the FM stops his or her movement prior to the full number of spaces, he or she forfeits remaining movement points for this activation.
- Attack: Attack an enemy with a weapon equipped in either the left or right hand positions on the FM Dashboard.
- Talent: Use an FM's talent and spend the required Focus Points (FP). Two **different** talents may be used during an activation, but that will of course use both actions. Only one attack or attack talent may be used per activation.
- Defensive Stance: Add a Tan (T) Bonus Battle Chip (unless a character ability indicates otherwise) to his or her Family Dashboard. **A defensive stance can only be used as the second action of a player's turn.** This Battle Chip is used during the FM's next defensive roll or removed at the end of his or her next activation.
- Offensive Stance: Add a Turquois (Trq) Bonus Battle Chip (unless a character ability indicates otherwise) to his or her Family Dashboard. **An offensive stance can only be used as a second action.** This Battle Chip is used during the FM's next attack roll or removed at the end of his or her next activation.
- Loot – Pick up an adjacent Treasure Token.
- Item – Use an item in the FM's Equipped Item position on his or her dashboard. When an item is used, return it to its respective deck. Some items do not require an action to use.
- Ready Equipment: Rearrange equipment and items on the FM's Dashboard. When readying equipment, rearrange as many cards as you want on the FM's Dashboard. For example, an FM may equip a gun and move an item into the Equipped Item position, all with one Ready Equipment action.
- Trade with Family – Trade one Equipment or Item Card with an adjacent FM. However, traded items may only go onto an Extra Inventory Space on the Family Dashboard. It will require a Ready Equipment action to move equipment or an item into an equipped position.
- Trade with Stash – Take from or swap one card with the Stash: Up to five cards collectively shared by the Family. However, cards received from the Stash may only be placed in the Extra Inventory positions on the Family Dashboard.

o When an FM is KO'd, he or she may perform a Trade with Family or Trade with Stash action, regardless of where he or she is on the map.

* At the beginning of the Combat Phase, each FM may perform one action. **(3E)**

1e. Stats

The Ghosts Betwixt's gameplay is wrapped around the following six core stats:

- Health Points (HP) – The amount of damage a character can endure before being KO'd (removed permanently from the current mission). When damage is inflicted, decrease the HP of the FM or monster.
- Focus Points (FP) – Many FM talents cost FP to use.
- Agility (AGI) – The number of hit successes an opposing character must roll on the hit die to successfully hit the target. If the number of hit successes matches or exceeds its target's AGI, proceed with calculating damage.
- Speed (SPD) – The number of spaces a character can move with a move action. **(2A)**
- Strength (STR) – Affects melee damage. Character rolls the damage die equal to STR. For example, a character with STR 3 will roll Damage Die 3 (Light Orange (LO)) along with the hit dice **(2B).** STR also affects how much protective clothing a FM can wear. For example, an FM with STR 1 could not equip two pieces of armor each with a Weight of 3/4 (1 < 1 ½).
- Accuracy (ACC) – Affects range damage. Character rolls the damage die equal to ACC. For example, a character with ACC 2 will roll Damage Die 2 (Dark Yellow (DY)) along with hit dice **(2B).** ACC also effects range, as seen in the following chart:

Range = 2 spaces plus…

Acc	Range (in spaces)
1	3
2-3	4
4-5	5
6-7	6
8+	7

For example, a character with ACC 3 can attack a target four spaces away.

Except for AGI and SPD, all FM statistics are tracked on the Family Dashboards via dials. HP for each monster is tracked on the Monster Tracker.

1F. Active FMs vs Lookout FMs vs KO'd FMs

There are always three active FMs of the players' choosing, unless KO'd or the mission states otherwise.

The other FMs are considered "on lookout," meaning they are inactive and removed from the map. Thematically, lookout FMs are exploring nearby areas and may still interact with the story during in-mission text. Lookout FMs may be brought into the battle either at the end of the Combat Phase or when an FM is KO'd.

When this occurs…

- The KO'd/lookout FM is removed from the map
- The KO'd/lookout FM removes his or her Target Tokens from the Target Bag and from the Monster Tracker and places them on his or her dashboard. Place newly active FM's Target Tokens into the Target Bag, and redraw Target Tokens for monsters who were previously targeting the now KO'd or lookout FM.
- The KO'd FM/lookout FM may place one Equipment or Item Card into the Stash
- When replacing a KO'd FM, a lookout FM becomes active at the beginning of the next round of the Combat Phase and is added one map tile away from the closest occupied map tile. Where he or she is placed is at the player's discretion.

*Lookout/KO'd FMs do not receive XP and cannot receive loot.

*Lookout FMs may encounter trouble while searching. This is represented at the end of each round of the Combat Phase with the roll of a 6d. If a 1 is rolled, the lookout FM loses 1 HP or 1 FP. The Mission Guide may indicate other penalties.

1G. Understanding Cards

Monster Cards

Monster Cards include:

- HP, STR, ACC, AGI, SPD
- Monster Type – Determines the Monster Weapon Deck from which to draw.
- Monster Attack Type – A (drawn card symbol) indicates to draw a Monster Weapon Card for each monster in the monster group. (Monster weapons determine each individual monster within a monster group's attack type). Otherwise, a (cross sword symbol or dual pistols symbol) indicates all monsters within a monster group uses melee or ranged attacks, respectively. **(3D)**
- Hit Die – Indicates the color of base hit die shared by all monsters in the monster group. **(2B)**
- Defense Die – Indicates the color of base defense die shared by all monsters in the monster group. **(2B)**
- Weapon Effects – These are the special abilities of a weapon. When weapon effects are rolled on the hit dice, they can be "spent" to activate these special abilities. Unless indicated otherwise, the attack must hit the target to use weapon effects.

- XP – The number of XP each monster in the monster group is worth at the end of the Combat Phase. The FM that deals the final blow will place the monster on his or her FM Dashboard. After the Combat Phase:
    - Each FM receives the total XP of each defeated enemy.
    - Each FM receives that same XP for each monster found on his or her dashboard.
- Bennert Bucks (Money) – The amount of Bennert Bucks each monster in the monster group is worth at the end of the Combat Phase.
- Flight (Foot Symbol) – An enemy with flight is not penalized by obstructions nor can trigger traps.
- Extra Loot Cards – At the end of the Combat Phase, some monsters instruct the players to add in certain cards into the Drop Deck, improving the family's chances of finding better loot.
- Weaknesses and Resistances (Fire, Sickly, Cold, Spirit) – Indicates the type of damage the monster is weak or resistant against. For example, the Guard Dog has a weakness of Fire 1: A weapon with Fire Damage 1 will add 1 (from the fire damage) plus 1 (the Guard Dog's Fire 1 Weakness) and the rest of the damage from the attack. **(2H)**

Monster Weapon Cards

When directed by a Monster Card, equip each monster in the monster group with a Monster Weapon Card, providing each individual monster additional stats and abilities. **(3E)**

When applicable, a monster will always choose the Weapon Effect of greater value. If a monster has a choice between two weapon effects of the same value, randomly determine which weapon effect is used by rolling a D6.

Equipment Cards

Equipment comes in the form of weapons, protective clothing, accessories and ammo, which may be equipped by FMs to improve their effectiveness in combat.

Weapon Cards include:

- Hit Die – Add the respective Battle Chip to the character's Base Battle Chip Pool. **(2G)**
- Damage – The passive damage to add to or subtract from the attack.
- Melee or Range (sword or gun symbol, respectively) – Determines the type of attack required to use the weapon
- Ammo Type – Ranged weapons indicate the type of ammo it requires. A melee weapon may have the ability to be used as a "firing weapon." **(2F)**
- 1-or-2 Handed – Determines if a weapon requires one or both hands to use. This indicates whether a FM can equip a shield along with their weapon. Two one-handed weapons may be equipped at the same time, but only one can be used during an attack.

- Weapon Effects – Determines a weapon's special abilities. When weapon effects are rolled on the hit dice, they can be "spent" to activate these special abilities.
- Value – The number of Bennert Bucks required to purchase the piece of equipment, or to sell it for half its value.

Protective Clothing are equipped on the appropriate body part (head, chest, feet, hand) and include:

- Defense Die – Add the Battle Chip to your Base Battle Chip Pool. If the clothing card provides a fraction of a battle chip, you must complete it with additional clothing cards to gain the defense die.
- Armor – The passive armor to add to your defense roll.
- Weight – How much the clothing weighs. An FM may only equip clothing equal to or less than his or her strength.

Accessories are equipped in the Accessory position and provide passive bonuses or special abilities.

Item Cards

Items must be equipped in the Equipped Item position to use them. If an item is in the…

- Inventory position, the FM must use a Ready Equipment action to place it into the Equipped Item position.
- Stash, the FM must use a Trade with Stash action and then a Ready Equipment action to place it into the Equipped Item position.

*Pro Tip: Don't be bashful using items. Things can get hairy in The Ghosts Betwixt, fast. Use items when necessary to ensure you make it out of a fight alive.

1H. Supplemental Dashboards

Both Maddox and Joan have supplemental dashboards to support their talents.

Maddox's Fireworks Pouch – At the beginning of the adventure, Maddox begins with the bottle rocket in the unlocked slot of the Fireworks Pouch. To use the Bottle Rocket, it must be equipped in one of Maddox's hands. Using a Ready Equipment action, Maddox is able to swap the bottle rocket with his equipped weapon (which can also be placed into the unlocked position in the Fireworks Pouch). Maddox can use his starting talent, Make a Bottle Rocket, whether it's equipped or in his pouch—simply add an ammo token to the bottle rocket card. Future upgrades to the Fireworks Pouch will be noted in Maddox's talents.

- ATTN PLAYTESTERS – The Fireworks Pouch art is under development. Simply begin the game with his Bottlerocket Card laying next to his dashboard. You may use a Ready equipment action to equip it. But remember, it can only be used if it has an ammo token on it.

Joan's Syringe Satchel – Coming Soon

2. Fundamentals of Fighting

2A. Movement

When using a Movement action during the Combat Phase, gain movement points equal to the character's speed and move that number of spaces. If the FM stops his or her movement prior to the full number of spaces, he or she forfeits remaining movement points for this activation. Characters may move diagonally, but they may not "cut corners" of an obstacle, monster or wall.

*Movement rules are not necessary during the Exploration Phase.

Obstacles – Any object that obstructs movement: bookshelves, trees, boxes, furniture and much more. Obstacles also "obstruct" line of sight during ranged attacks – see "Obstruction Penalty." **(2F)**

Non-friendly characters may be moved through but it costs one additional movement point.

* During the Combat Phase, FMs can only move within the currently occupied map tile and map tiles occupied by monsters, as as a mysterious force blocks their path. Therefore, they may not retreat into previously explored rooms.

2B. The Dice

During an attack, three types of "Combat Dice" are usually rolled:

- Hit Dice (attacking character)
- Damage Dice (attacking character)
- Defense Dice (defending character)

1. Hit Dice

Each hit die has both:

- **Hit Successes (X Symbol):** For a successful hit, the roll must meet or exceed the enemy's AGI by rolling hit successes.
- **Weapon Effects (Sword Symbol):** To use weapons' special abilities, the roll must equal or exceed the number of required weapon effects, which are "spent." Therefore, if an FM rolls three weapon effects, they can be spent on a special ability requiring one weapon effect and another requiring two weapon effects.

Both hits and weapon effects work the same for monsters attacking the family.

The various hit die include:

- LG (Light Green)
- G (Green)
- LB (Light Blue)

- B (Blue)
- TRQ (Turquois) (ATTN PLAY TESTERS – Playtest materials/cards currently say

PHT, rather than TRQ. Please be sure to make that adjustment)

* Important – Only three hit die of the same color may be rolled for an attack. For example, if an FM has two TRQ bonus battle chips and a weapon with a TRQ hit die, an additional offensive stance would result in a fourth TRQ hit die on the next attack, which can't be used.

2. Damage Dice

FMs and monsters will also roll damage die based on their STR or ACC. If melee attack, roll a damage die equal to STR. If ranged, roll a damage die equal to ACC.

- LY (Light Yellow) Damage Die – Str/Acc 1
- DY (Dark Yellow) Damage Die – Str/Acc 2
- LO (Light Orange) Damage Die – Str/Acc 3
- DO (Dark Orange) Damage Die – Str/Acc 4

3. Defense Die:

Both heroes and enemies may roll defense dice, which are added to any passive armor bonuses. Defense die include:

- Evades (Circle with Slash Symbol) – Negate one hit success.
- Shields (Shield Symbol) – Reduce damage taken by 1.
- Miss (Miss Symbol) – The attack fails.
- Skulls (Skull Symbol) – Skulls have different effects depending on the monster's action (attack/defend). If a skull is rolled when the monster is…
    - o attacking, immediately redraw its target token. If a target token is drawn for another FM in range, the attack now targets him or her. The new target rolls his or her own defense die, ignoring any skulls on this roll. If, however, the new target is not within the monster's range or if it will cause an obstruction penalty (2F) the attack remains focused on the original target but the new Target Token remains.
    - o defending, it will then be focused on the attacking FM by taking his or her Target Token from the Target Bag (if there is one available).

The various defense die include:

- Tan (T)
- Brown (Br)
- White (W)

* Important – Only three defense die may be rolled for an attack. If an FM has more than three defense die, choose the best three to roll for an attack.

2C. Attacking Requirements

The family *may* encounter trouble while attempting to save their son Richie. To attack, an FM must:

- be adjacent to the enemy (for melee attacks) or within line of sight to the enemy (for ranged attacks)
  - A character has line of sight when one corner of the occupied space can reach two corners of the target's space without passing through a non-friendly character or a wall. If it passes through an obstacle, the character has line of sight but must roll for the Obstruction Penalty **(2F)**
- declare who he or she is attacking before rolling
- be within range **(1E)**

When attacking an enemy, or when a monster attacks a family member, **all necessary dice are rolled at the same time.** Collect the FM's hit die and damage die and the monster's defense die, or vice versa, and roll. First, determine if the attack is successful (hit successes match or exceed target's agility), then add up the damage and adjust HP accordingly.

* In non-solo play sessions, don't roll a monster's attack dice against your FM. Another player should roll the monster's attack dice and you will roll your FM's defense dice.

2D. Example of an Attack

Bill performs an attack action with a melee weapon. He rolls a light green (LG) base hit die and a light blue (LB) hit die from his weapon, light orange (LO) damage die based on his STR 3, and has weapon damage 1. The monster has AGI 1, passive armor 1 and a brown (BR) base defense die. The roll reveals:

Step 1: Determine Combat Die

Consult the Battle Chips on the attacking FM's Dashboard and the monster's defense dice. Take the appropriate Combat Dice and roll them all at once. In this example, the roll reveals:

- LG hit die = 1 hit successes
- LB hit die = 1 hit success, 1 weapon effect
- LO (STR 3) Damage Die = 3 damage
- Defense die = 1 evade, 1 shield

Step 2: Determine if the attack was successful

2 hit successes – 1 evade = 1 hit success (Enemy agility is 1, so the attack hit the enemy)

Step 3: Calculate attack damage

Weapon damage 1 + LO damage die (he rolled a 3) = 4

Bill's weapon has a Weapon Effect 1 = Damage 1

Damage = 5

Step 4: Subtract damage from armor

5 damage - 1 shield - 1 armor = 3 damage total

2E. Blindside Bonus

When an FM is in a space directly behind a monster, either adjacent for a melee attack or in a straight line for a ranged attack, he or she will receive a blindside bonus when using an attack action or attack talent.

When receiving a blindside bonus, replace the FM's damage die with one better. For example, if Bill (who has a STR 3) is standing in the space directly behind a Guard Dog and performs an attack, he becomes STR 4 and rolls the appropriate Dark Orange (DO) damage die.

Monsters do not receive the blindside bonus and thus will not purposely move behind an FM.

2E. Status Effects

Both FMs and monsters receive various status effects throughout the adventure, some harmful and some helpful. When a character is inflicted with a status effect, take the respective token or tokens and then return them to the supply when resolved.

Harmful Status Effects

- Bleed – Take indicated number of Bleed Tokens (Bleed 2 = 2 bleed tokens). During the Combat Phase, at the end of a character's activation, remove 1 bleed token and 1 HP. If the character is Refreshed and gains Bleed, lose both.
- Stunned – Take a Stun Token. On the character's next activation, remove the stun token and skip his, her or its turn.
- Crippled – Take a Crippled Token. Cannot use a move action. (Two-sided ailment – flip over after next activation and then remove after the following activation)
- Blind – Take a Blind Token. When attacking or using an attack talent, roll a d6. The attack is only successful on the roll of 5 or 6. (Two-sided ailment – flip over after next activation and then remove after the following activation)
- Frailty – Take a Frail Token. Remove one random defense die when defending. (Two-sided ailment – flip over after next defense roll and then remove after following defense roll.)
- Weakened – Take a Weakened Token. Divide offensive damage in half after determining target's defense. If sharpened is gained while weakened, lose both. (Two-sided ailment – flip over after next activation and then remove after the following activation)(Always round up to the higher number. For example, if total damage is 3, divide it in half and round up to 2)

- Lightheaded – Take a Lightheaded Token. When attacking or using an attack talent, remove one random hit die. If Concentrated is gained while Lightheaded, lose both. (Two-sided ailment – flip over after next activation and then remove after the following activation)
- Disarm – Take a Disarm Token. Remove the target's Monster Weapon and its respective battle chips. (Two-sided ailment – flip over after next activation and then remove after the following activation)

Helpful Status Effects

- Refreshed – Immediately recover 1 HP and take a Refreshed Token. At the end of the next two activations, recover 1 HP. If the character has a bleed token and gains Refreshed, lose both. (Two-sided benefit – flip over after next activation and then remove after the following activation)
- Concentrated – Take a Concentrated Token. When performing an attack action (not an attack talent) gain an LG hit die over the next two activations. If the character is Lightheaded and gains Concentrated, lose both. (Two-sided benefit – flip over after current/next activation and then remove after the following activation)
- Sharpened – Take a Sharpened Token. When performing an attack action (not an attack talent) gain a LY hit die over next two activations. If Weakened is gained while Sharpened, lose both. (Two-sided benefit – flip over after current/next activation and then remove after the following activation)
- Charged – Take a Charged Token. During next two activations, take a third action. Still can't use the same action twice. May take an offensive and defensive stance as two actions. (Two-sided benefit – flip over after current/next activation and then remove after the following activation)

Other Effects

The following are not status effects, and therefore do not require tokens, but they do occur regularly in battle.

- Pierce – Removes shields or passive defense.
- Stumble – The target moves back X number of spaces. **(2I)**
- Drain – Heal character the same amount of damage done from the attack.
- Flight – Character is able to move through all obstructions or non-friendly characters without movement penalty. Cannot trigger traps.

2F. Ranged Combat

If a character performs a ranged attack but he, she or it…

- is being targeted by an adjacent enemy
- has a line of sight that passes through a friendly character

- has a line of sight that passes through an obstacle
- is adjacent to the targeted enemy

…the attack gains the Obstructed Penalty. Roll a D6 along with the attack (or you may roll it before). If a 1 or 2 is rolled, the attack misses.

*The mission guide may indicate that a ranged attack cannot be used through certain obstacles (such as trees or bookcases).

Melee Firing Weapons

During the adventure, you will find "Limited Ammo" that can be used by melee weapons, or "Firing Weapons." For example, golf balls can be used by golf clubs, and baseballs can be used by…wait for it…baseball bats.

When limited ammo is used by the firing weapon, use ACC for damage die. It serves as an extension of the melee weapon, minus any weapon effects. Therefore, a melee weapon with passive Damage 1 or Fire Damage 1 would maintain those bonuses. However, Weapon Effect 1 = Damage 1, or Weapon Effect 1 = Fire Damage 1 would not apply to an attack from the firing weapon.

2G. Battle Chips

Battle chips represent the dice rolled by each FM based on his or her stats, equipment, offensive and defensive stances, status effects, and more.

Battle Chips are placed in the slots of the Family Dashboards to easily recall which dice to use when attacking or defending. There are two different rows in which to place battle chips:

Base Battle Chips – Represent the "semi-permanent" dice that are rolled. Base battle chips remain until a family member:

- equips or removes a weapon, protective clothing or an accessory that uses a different hit die
- adds a point to his or her STR or ACC, which will change damage die

For example, Bill begins with a base LG hit die and BR defense die. He decides to take a golf club melee weapon with a G hit die. And because the weapon is melee-based, he will use his STR 3 for the damage die, represented with a LO Damage Die. In this scenario, LG, G, LO and BR Battle Chips are added to the base battle chips section of his dashboard.

Bonus Battle Chips – Represent the "temporary" dice that are used on the next attack or defense roll. Bonus battle chips are added when an FM:

- takes an offensive stance – TRQ battle chip
- takes a defensive stance – T battle chip
- deals the final blow to a monster – TRQ battle chip

- draws an instant bonus card from the drop deck – X number of TRQ battle chips
- uses an item or accessory

Bonus Battle Chip Stipulations:

- Any bonus battle chips must be used on the next attack or defense roll.
- On the activation after the bonus battle chips were acquired, they must be used or they are lost. For example, Maddox takes a move action and then an offensive stance action, granting him a TRQ battle chip. On his next activation, he must use the TRQ Battle Chip or it is removed at the end of the activation–unless of course he uses another offensive stance.

*Any unused bonus battle chips at the end of the Combat Phase carry over into the next Combat Phase.

2H. Damage Resistances

Monsters have varying weaknesses and resistances to elements. A negative value indicates a resistance to an element. A positive value indicates a weakness to an element.

Some weapons or talents may cause elemental damage, including Fire, Cold, Sickly and Spirit. To resolve this additional damage, simply add (weakness) or subtract (resistance) to the damage results.

For example: Joan's weapon has Weapon Effect 1 = Fire Damage 2 and she rolls a 1 on her damage die. Her target has a weakness of Fire 1. The total damage would be 4 (2 fire damage + 1 fire weakness) + 1 damage from damage die)

Shields do not negate elemental damage.

All FMs have a weakness of 1 against all elements. They may find protective clothing to raise their elemental resistances.

2I. Traps and Stumble

The Bennerts have laid traps throughout their compound, some for the oversized intruding vermin; others for oversized problems who veer off the dedicated path.

Types of traps and their default damage and effects include:

- Rat Traps – Bleed 2
- Bear Traps – Damage 3, Cripple
- Taser Traps – Damage 1, Stun
- Certain Hero Talents, such as Fireworks

*Some missions may instruct the player(s) to increase the damage done by traps.

Traps are activated when either an FM or monster enters the space the trap occupies while "stumbling."

Various weapon effects, talents and monster abilities possess the Stumble Ability. When Stumble is activated by:

- **an FM**: choose spaces equal to the number of the stumble ability (Stumble 2, Stumble 3, etc.) for which the monster will move **away** from the family member. For example, if an FM uses Stumble 2, he or she may move the monster back either 1 or 2 spaces, in any spaces he or she wishes, as long as each space is one further away from the family member. Pro Tip: Aim for a trap.

- **a monster**: randomly choose a space that the targeted FM will move away from the monster. If Stumble 2, 3, etc., move the necessary spaces in that same direction. If the FM hits a wall or obstacle, again choose a random adjacent space to occupy. If the FM is unable to stumble, stay in the current space. Lastly, if a monster activates a stumble ability, and a FM could enter a trap, stumble is no longer random – the FM will indeed enter the trap.

*Characters who voluntarily enter a space occupied by a trap do not trigger the trap. Remember, traps are only activated when they are stumbled on to.

*When a character enters a trap, any remaining spaces owed to stumble are negated.

3. Missions and Phases

3A. The Four Phases

All gameplay in The Ghosts Betwixt will occur within one of four phases: The Exploration Phase, the Drawing Phase, the Placement Phase and the Combat Phase.

The following is a quick breakdown of when these phases occur and the sub-processes within them.

- **Exploration Phase**
  - Position at least one active FM adjacent to a door, objective, vending machine or map tile with a Surprise Event. All FMs must occupy the same map tile.
  - When the Exploration Phase ends with an FM adjacent to a door, begin…

- **The Drawing Phase**
  - Draw Fate Tokens until one Map Tile Token and three other Fate Tokens are drawn (except for Ambush Tokens). Place the tokens in order in which they are drawn.
  - If no Map Tile Token is drawn after the three other Fate Tokens, the next map tile is placed in numerical order from the occupied map tile.
  - If there are any open doorways in the new map tile, the Drawing Phase will continue for each of those open doorways. If these secondary map tiles also have open doorways, they will be filled with a doors (even if Door Tokens are not drawn), therefore ending the Drawing Phase.

- o Remember all special Drawing Phase rules, including splitting the Fate Tokens at branching paths

- **The Placement Phase**
  - o Before beginning the Placement Phase, be sure there are no open doorways for which the Drawing Phase should continue.
  - o Add the map tile(s) represented by the drawn Map Tile Tokens, or the next map tile in order if a Map Tile Token was not drawn.
  - o Resolve each of the remaining Fate Tokens for each map tile in the order in which they were drawn.
  - o If no Monster Tokens were drawn, this concludes the Placement Phase. If an Objective was completed, consult the Mission Guide for further instructions. Otherwise, return to the Exploration Phase.
  - o If Monster Tokens were drawn, consult the Mission Guide to determine which monsters spawn.
  - o Add each monster group's respective Monster Card to its own Monster Tracker.
  - o Equip monsters with any necessary Monster Weapon Cards
  - o Set HP to max for each monster
  - o Draw Target Tokens for each monster
  - o Using a D6 or D8 for the X- and Y-axis, depending on the dimensions of the map tile, place monsters on the map tile for which they were drawn.

- **The Combat Phase**
  - o Each FM may take one action in preparation for combat.
  - o Set each Family Member's Activation Token to "Ready"
  - o Beginning with an FM of your choice, alternate activations between FMs and monster groups until all have activated. After a family member's activation, set his or her Activation Token to "Resting." After every character has activated, the round ends.
  - o When a monster is defeated, place it on the dashboard of the FM who dealt the killing blow and collect a TRQ Bonus Battle Chip.
  - o Once all FMs and monsters have activated, the round ends. Roll a D6. On the roll of 1, randomly remove HP 1 or FP 1 from one of the lookout FMs. If there are no lookout FMs, draw a Target Token and remove HP 1 or FP 1 from the FM whose token was drawn. The Mission Guide may indicate other penalties.
  - o Repeat rounds until one side is defeated. When the monsters are defeated…
    - ▪ Take one Draw from Drop Deck
    - ▪ Record each FM's XP and money
    - ▪ Collect any remaining Treasure Tokens
    - ▪ The players may exchange a lookout FM for an active FM
    - ▪ If an Objective was completed, consult the Mission Guide for further instructions.
    - ▪ Begin Exploration Phase

The following are detailed explanations of each of the four phases:

3B. The Exploration Phase

Most missions begin with the Exploration Phase. The Exploration Phase begins again when the Combat Phase ends or if no enemies are spawned during the Drawing Phase.

* Movement points are not required during the Exploration Phase.

- The Exploration Phase is quite simple: Position at least one active FM adjacent to a door, objective, vending machine or within a map tile that possesses a Surprise Event Token.
- All FMs must occupy the same map tile during the Exploration Phase.

If an FM ends the Exploration Phase adjacent to a door, begin the Drawing Phase.

3C. The Drawing Phase

The Drawing Phase represents the rooms, challenges and rewards that lie ahead. The Drawing Phase begins AFTER the Exploration Phase, meaning there will never be monsters on the map during the Drawing Phase, unless stated otherwise.

Remember, the Drawing Phase is simply the act of drawing tokens for the next map tile(s). You do not place anything during this phase.

Draw Fate Tokens until you draw one Map Tile Token and three of any combination of the following:

- Monster Tokens – Numbered tokens that indicate the monster groups to place on the map.
- Treasure Tokens – Numbered doubled-sided tokens that provide various rewards to the FMs. When drawn, place it with whichever side is face up. During the Placement Phase, spawn the Treasure Token in a random space on the map tile, just like placing a monster. Treasure tokens may be looted during the Combat Phase by spending an action while adjacent to the token, or they are looted automatically at the end of the Combat Phase. When a Treasure Token is resolved, refer to the Mission Guide for your reward, which may include:
  - Bennert Bucks
  - Items
  - Draw from one of the various decks
  - Fixed piece of equipment
  - Objectives
- Door Tokens – Indicate when doors are played on the map. If there are multiple open doorways, randomly choose which one the door will be placed.
- Map Tile Tokens – Indicates the next map tile to play in this doorway. If the Map Tile Token has more than one open doorway, when the map tile is played, "split the Fate Bags" by

taking roughly half of the Fate Tokens in the current Fate Bag and place them into another Fate Bag, which represents the branching path.

- Vending Machine Tokens – Indicates a Vending Machine for Worlds of Scares employees, which may end up in strange places on the Bennerts' Compound. Consult the Mission Guide to see list of purchasable items. It can be returned to throughout the mission.
- Trap Tokens – Indicates the traps present on the map tile. For each Trap Token drawn, place it on a random space on the map tile, using the method similar to spawning a monster.
- Surprise Event Tokens (Question Mark Symbol) – Indicates when a Surprise Event occurs on one of the map tiles. These events are played on the map tile for which they are drawn.
- Story Tokens – Used in various ways during missions. When drawn, simply play them as described in the Mission Guide. These tokens are normally resolved at the end of the Placement Phase or at the end of the Combat Phase when applicable.
- Objective Tokens – May be any token indicated by the Mission Guide. For example, the Mission Guide may disclose that a specific map tile is the Objective Token. When the objective token is drawn during the Drawing Phase, all other tokens for that map tile may be ignored. Refer back to the Mission Guide for further instructions.

Ambush Tokens – **Do not count against drawing of three Fate Tokens.** If a Monster Token is drawn immediately AFTER an Ambush Token, that monster group ambushes the FMs. **(3D)**

Special Rules for the Drawing Phase

Next Map Tile Rule – If three Fate Tokens are drawn without a Map Tile Token, add the next Map Tile in numerical order. For example: Two Monster Tokens and one Treasure Token are drawn, reaching the limit of three Fate Tokens. The last map tile played was 10. If map tile 11 is available and part of the mission, it would then be played. If not map tile 11, then map tile 12. And so on.

Three Monster Maximum Rule – Only three Monster Tokens can be in play at a time**.** If a fourth Monster Token is drawn, place it back into the Fate Bag and draw another Fate Token.

One Map Tile Token per Customer Rule – If two Map Tile Tokens are drawn, place the second one back in the bag and redraw. However, if the second Map Tile Token is the Objective Token, ignore the previous Map Tile Token and play the Objective Token's Map Tile.

Map Tile Already In Play Rule – If a Map Tile Token is drawn for a Map Tile already in play, remove it and draw another Fate Token in its place.

Three-in-a-Row Rule – During the Drawing Phase, if a Fate Token is drawn but must be placed back in the Fate Bag three times in a row, the Drawing Phase ends.

Trickster Phantom Rule – If a situation arises with the Fate Tokens or map tile layout that is inexplicable and not found in this Rulebook, trickster phantoms are surely to blame. Do your best to maintain the sense of mystery in which the family doesn't know what lies ahead behind the next door or map tile, and proceed.

Branching Paths, Multiple Doorways

When a Map Tile Token is resolved during the Placement Phase that has branching paths, immediately place half of the tokens in the Fate Bag into another Fate Bag (do your best to grab roughly half of the tokens). Assign a Fate Bag to one of each of the paths.

- It's possible one of the Fate Bags may only have 1-2 Fate Tokens left. When this occurs, place the remaining tokens into one of the other Fate Bags currently in play.

- If there are remaining open doorways but all Fate Tokens for this path's Fate Bag have been drawn (or only have 1-2 remaining), act as if the open doorways are walls and the family is at a dead end.

- During a mission you may be instructed to add a Fate Token or Mission Token to the Fate Bag, but you've already split the Fate Tokens. In this situation, immediately combine and mix the Fate Tokens, and split the Fate Tokens again.

Example of Drawing Phase

At the end of the Exploration Phase, Avelynn is adjacent to a door while on Map Tile 6. The player draws a Door Token, a Monster Token, an Ambush Token and a Treasure Token (4 are drawn rather than 3 because the Ambush Token does not count). Because a Map Tile Token was not drawn, the next Map Tile in numerical order is played, which is Map Tile 9. This Map Tile has two doorways, but one will include the door from the Door Token. Because the new Map Tile includes an open doorway, the Drawing Phase will continue for that open doorway. Lastly, the Fate Tokens will be split and placed in a separate Fate Bag. The Placement Phase now begins.

Hidden Rooms

When more doors are drawn than there are open doorways, the FMs have found a hidden room! When this occurs, follow these steps:

1. Add a door to a wall without a door or open doorway.
2. When the Secret Room Door is open, add the Secret Room Map Tile indicated by the Mission Guide.
3. DO NOT enter the Drawing Phase when opening the Secret Room Door. Rather, follow the directions of the Mission Guide.
4. Any open doorways in a Hidden Room are removed, as they are considered obstructed and not able to advance through. They serve as dead ends.

5. Once the Secret Room is resolved, begin the Exploration Phase.

3D. The Placement Phase

Once Fate Tokens have been drawn, they will then be played during the Placement Phase.

Steps of the Placement Phase include:

1. Before beginning the Placement Phase, be sure there are no open doorways for which the Drawing Phase should continue. If open doorways remain, continue the Drawing Phase into those rooms.
2. Add the map tile(s) represented by the drawn Map Tile Token(s).
3. Resolve each of the remaining Fate Tokens for each map tile in the order in which they were drawn.
4. If no Monster Tokens were drawn, this concludes the Placement Phase. If an Objective was completed, consult the Mission Guide. Otherwise, return to the Exploration Phase.
5. If Monster Tokens were drawn…
6. Consult the Mission Guide to determine which monster(s) spawn based on the Monster Token's number.
7. Add the appropriate Monster Cards to the middle of the Monster Tracker. Each monster group will occupy one Monster Tracker.
8. Consult the Monster Card to determine whether the monster group is equipped with a Monster Weapon. If so, draw a Monster Weapon Card and place it in the appropriate position. For example, two Guard Dogs spawn, and the Guard Dog Monster Card indicates to equip both with a monster weapon. Draw two Monster Weapon Cards from the Beast Monster Weapon Deck. Place the first Monster Weapon Card on the Monster Tracker for Guard Dog 1 and the second for Guard Dog 2.
9. Randomly draw Target Tokens for each monster and add them to the Monster Tracker. These will indicate which FM each monster will target.
10. Monster groups are spawned on the Map Tile in the order in which they were drawn. Beginning with the first monster of the first monster group, roll a D6 or D8 for the X-axis and the Y-axis of the map tile for which the monster token is drawn. If another monster or obstacle occupies a space, move on to the next available space.

    * For example, a Monster Token indicates that two Guard Dogs spawn on an 8X6 map tile. For the first Guard Dog, a D8 is rolled for the Y-axis (4) and a D6 is rolled for the X-axis (3). Move the Guard Dog up the y-axis 4 spaces and across the x-axis 3 spaces. But a chair occupies that space! Simply move the Guard Dog over one more space.

Spawned monsters are positioned to face the FMs. In situations where they can face the FMs in two different positions, they will choose the position where their backs are closest to a wall, obstacle or another monster. If there's any ambiguity, roll a D6.

Ambush

An ambush occurs after a Monster Token is drawn immediately after an Ambush Token. Each monster spawned from the Monster Token are then placed within attacking range of their targets, indicated by their Target Tokens.

Each ambushing monster is first to activate, for this round only.

*Note that before spawning Ambushing Monsters, Target Tokens must be drawn so you know who they are ambushing.

3E. The Combat Phase

Finally, it's time to fight some monsters! The steps of the Combat Phase play out over the following steps:

1. Each FM is allowed to take **one** of the following actions:

   - Offensive Stance
   - Defensive Stance
   - Item
   - Talent
   - Ready Equipment
   - Trade with Family
   - Trade with Stash

2. Set each active family member's Activation Token to Ready
3. Combat order: Combat often occurs over multiple rounds, alternating between FMs and monsters in the following manner:
   a. An active FM of your choice
   b. All monsters of the first monster group
   c. An active FM of your choice
   d. All monster of the second monster group
   e. The final active FM of your choice
   f. All monsters of the remaining monster groups
4. Each FM may use up to two actions per activation, but cannot use the same action twice (except for two different talents.)
5. Each monster will attempt to attack its targeted FM and will follow Monster AI rules. **(3F)**
6. When a monster is defeated, add it to the family member's dashboard who dealt the killing blow and gain a TRQ bonus battle chip.
7. At the end of each round, if there is a lookout FM, roll a D6. On the roll of 1, remove HP 1 or FP 1. This represents the trouble they encounter while searching the surrounding areas. However, if there are no lookout FMs, draw a Target Token. He or she will then lose HP 1 or FP 1. The Mission Guide may indicate other penalties.
8. Repeat these steps until the monsters, or (hopefully not) the family, are defeated.

9. Draw from the Drop Deck
   - A Monster Card may indicate to add additional cards to the Drop Deck for this draw only
   - A Monster Card may indicate to draw additional times from the Drop Deck
   - For every Green, Blue or Purple Monster Weapon Card, add a respective Temporary Drop Deck Card to the Drop Deck for this draw only. For example, if monsters are equipped with the blue Hillbilly Tomahawk and the green Corrosive Spit Monster Weapon Cards, add one green and one blue Temporary Drop Deck Card to the Drop Deck. If one of those are drawn, you will then draw from the respective equipment deck. You will not start your adventure with any Temporary Drop Deck Cards, but perhaps you will earn them along the way…
10. Record XP and Money earned from the monsters. Each active FM receives the XP on the Monster Card for each monster defeated in that monster group. An FM also receives that XP again for each monster currently on their FM dashboard, due to him or her dealing the final blow.
11. Resolve any remaining Treasure Tokens
12. An FM may choose to go on lookout and while a lookout FM becomes active
13. If an Objective was completed, consult the Mission Guide for further instructions.
14. Begin the Exploration Phase

3F. Monster AI

Each monster's priority is to attack the FM for which it owns his or her Target Token.

In an effort to attack its target, the monster will follow these priorities in order:

1. Move within attack range target by using as few movement points as possible. Once within range, the monster will spend any remaining movement points to end its turn within attack range of as many other FMs as possible.

* Ranged Monsters' AI - A ranged monster ends its movement as far as possible from its target while still remaining within its attack range. It will then try to ends its movement within range of other FMs. Finally, a ranged monster will prioritize avoiding the Obstruction Penalty (being adjacent to its target or having line of site through an obstacle) over any other condition.

2. Attack a different FM if he or she is "on the way" toward the targeted family member. The monster moves as far toward the targeted FM as possible while remaining within attacking distance to an FM on the way. An FM is considered "on the way" if the monster can attack a non-targeted FM while still making progress toward the targeted family member. A monster will choose to attack one "on the way" FM over another if it is able to move further toward the targeted family member. If there is ambiguity, choose a random "on the way" FM by rolling a D6.

3. Move as close to the targeted FM as possible.

Skulls – When a skull is rolled, the monster changes targets. **(2B)**

Miscellaneous Monster AI Rules

- If an enemy isn't able to reach its target three turns in a row, remove the Target Token and draw another one.

- When a monster defeats a family member, draw a new Target Token.

Monster Orientation

A monster must face its target to attack. However, a monster may face one of two ways when attacking an FM in a diagonal space from it. When this occurs, a monster will choose to face the way that best protects its blindside (usually if adjacent to a wall, obstacle or another monster). If there is ambiguity, roll a D6 to determine which way it will face.

3G. Defeat

When an FM is KO'd, he or she:

- is removed from the map, and a lookout FM added, if available
- may trade one Equipment Card or Item with the newly active FM or with the Stash.
- Removes all Target Tokens from the Target Token Bag and replaces them with a newly active FM's Target Tokens
- no longer receives XP for the remainder of the mission. Any remaining monsters on his or her dashboard DO count, however.

When all FMs are KO'd, reset all XP, money and equipment as indicated on the Family Record Sheets. You may then attempt the mission again or choose to complete a side mission (if available).