

MINI ROGUE

THE COUNCIL ADDITIONAL RULES



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MINI ROGUE



THE COUNCIL

OBJECT OF THE GAME

In this solitaire or competitive standalone expansion, you play as an adventurer, seeking the Og's Blood, the cursed artifact that has been seized by the now utterly corrupted King.

You may also play as a servant of the Old Gods, manipulating the layout of the City to lead the adventurer to their dooming end.

If you possess the base game of Mini Rogue, you may even experience it in cooperative mode with up to three players, or with the Overlord mode with up to four players.

COMPONENTS


- | | |
|--------------------------|----------------------------|
| This rulebook | 1 Player Aid sheet |
| 1 Base rulebook | 2 Character meeples |
| 5 Boss cards | 4 Character tokens |
| 4 Character cards | 1 Black (Dungeon) die |
| 1 Combat Stance card | 3 White (Character) dice |
| 20 Room cards | 1 Purple (Curse) die |
| 6 Reinforcement cards | 1 Green (Poison) die |
| 3 Overlord cards | 1 Dungeon mat |
| 1 Overlord's Avatar card | 1 Character mat |
| 4 Lore cards | 1 Overlord mat |
| 1 Rewards/Criminal card | 14 Wooden cubes: |
| | 3 black, 1 blue, 1 yellow, |
| | 1 brown, 2 red, 3 gray, |
| | 2 purple, 1 dark red |



OVERVIEW









You can play this stand-alone expansion alone, or you can play against a friend with the Overlord module. If you also possess the base game of Mini Rogue, you may also play cooperatively up to three players, and up to four with the Overlord module!


The cooperative campaign from the campaign booklet requires you to own the base game, as it has to be played in cooperation with a friend. You can still play it alone without the base game.





NEW ICONS


 **Lore Card:** Draw a Lore card and resolve it. Once the Lore card has been resolved, discard it faceup: you will never get this card again during the current play session.


 **Savage:** If the Enemy rolls a **5**, they add -3  to their attack.

 **Swarm:** You are facing 3 Enemies. You have to kill the Enemy 3 times. Roll the Dungeon die once per Enemy remaining when they attack. When you kill an Enemy, the remaining damage is transferred to the other Enemies. To keep count of such enemies, put a cube on the number corresponding to how many there are left. *For example, you face Murder of Crows with 3  and dealing -1 . You attack the first crow. It doesn't die so you are attacked by 3 crows, each doing its damage (-1  x 3). As you have 1 , you only ignore 1  and still get -2 . Next attack, you kill the first one: only the remaining crows will attack you (-1  x 2).* Using a Frost or Poison potion only affects the current Enemy.

 **Magic Protection:** The Enemy cannot be targeted by Potions.

 **Decay:** Lose 1 . If you have no , lose 1 .

 **Ranged:** In combat, after rolling your dice pool, resolve the Enemy's attack first, then your attack second.

 **Dodge:** In combat, on a **5**, the Enemy dodges and your attack misses. If you have several Character dice, only the highest die is ignored.

ENEMIES' ARMOR

You will encounter enemies that possess armor. They block part of your attacks, just like your armor blocks theirs. For each armor point the enemy you are fighting possesses, subtract 1 from your attack. You cannot ignore it, no matter your dice roll.



	2 / 22		DMG	REWARD
1	8 / 16	-	-2  	+1  +1 
2	11 / 22	-	-3   	+1  +2 
3	14 / 28	1 	-5  	+2  +2 
4	17 / 34	2 	-6  	+2  +3 

Note: Potions ignore enemies' armor.

For example, if you inflict no damage with your Character dice but you use a Fire or Poison Potion, do not take the enemy's armor into account when determining how much damage you inflict.

SOLO PLAY

Mini Rogue: The Council is a standalone game. You do not need the base Mini Rogue game nor any other expansion to enjoy it. However, except for the Overlord mode, you cannot play 2 players. In the case you possess the base game, then you can freely play the cooperative mode using the cards from this expansion, on their own or mixed with the base game's cards.

3 PLAYERS CO-OPERATIVE MODE

If you have the base Mini Rogue game, you can play the co-operative mode up to three players.

COMBAT

To get the HP values of enemies, simply add up both the solo and co-operative values together. For instance, an Enemy with 8/16 HP will have 24 HP (16 + 8) when the three of you face it. To track an Enemy's HP above 50, place the red token on 50 on the HP track, and the dark red token on the remainder of the HP. For example, a Monster with 55 HP would have its red token on the 50, and the dark red token on the 5.



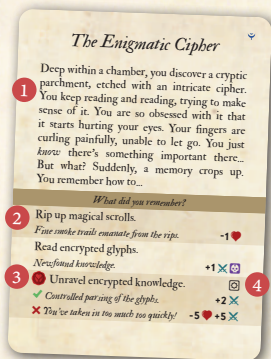
LORE CARDS

Lore cards are tiny incursions into the narrative world of Mini Rogue. They often offer a choice to the player and confront them with a peculiar situation. They can be a deadly trap, an encounter with a lost merchant or a face-off against a vicious enemy.



To resolve Lore cards, draw the first card from the Lore deck. Simply read the story, then choose one of the available options. Some options are associated with Character token symbols: this means the action can only be performed by a Character of the corresponding class.

1. This is the card's story. Read it first!
2. These are the options you can choose from. You may only pick one option. Once you have chosen, you must update your stats as shown in the right column of the card.
3. You can only choose this option if your Character symbol matches the one on the card. In this example, only the Plague Doctor may pick the option. Other Characters cannot choose it.
4. This option corresponds to a Skill Check. If you choose an option with a Skill Check, the results (success/failure) are indicated below. In this example, performing a Skill Check would either grant 2 XP (✓), or make the Character lose five HP and gain 5 XP (✗).



If you run out of Lore cards, each time you would have to draw a Lore card, nothing happens.

Many additional Lore cards can be found in the Depths of Damnation expansion, and various promo packs. If you own extra Lore cards, you may shuffle them all together to form the Lore deck during setup.

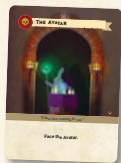
OVERLORD

The Overlord's module invites you to play a servant of the Old Gods. With this module, you play against an adventurer (against up to three adventurers if you also have the base game). The adventurers enter the City and try to reach the center of it to defeat the final Boss: the Overlord.

The Overlord is the mastermind behind the traps and everything trying to kill the adventurers in the dark alleys of the City. They have a mat, a cube to track Reinforcement points and another one to track their Omen points, an Overlord card and Reinforcement cards.

SETUP

1. Choose an Overlord card and place it faceup onto the Overlord mat. Place a cube on the third space (2) of the Omen track. You start with two Omen points.
2. Shuffle the Reinforcement cards and place them facedown, close to you. Put a black cube on the first space (0) of the Reinforcement track on the back of the top card.
3. Setup the game as usual, but replace the end-game Boss with the Avatar. Once the adventurers reveal the Avatar card, you will face them.
4. Draw three Rooms from the unused Rooms deck. They constitute your hand. You will discard them and draw three new ones at the end of every Floor.
5. The adventurers choose their Characters as normal, and then they get to choose an extra Character to have their Skills and to complete their starting stats (see Adventurers' starting stats).



OMEN AND POWERS

The Overlord starts the game with 2 Omen points. Keep track of them on the Overlord's board using a black cube. They can spend these points to activate powers. Powers can be found on the Overlord's card, on Reinforcement cards and on the Overlord mat itself.



The Overlord gains 3 Omen points every time the players Delve, and 1 Omen point everytime a **1** appears on the Dungeon die during a fight. Everytime the Overlord gains Omen points, they add them to their Omen track. They cannot have more than 5 Omen points at any time.

The Overlord may use a power whenever they want by paying its cost in Omen points and resolving the power. If a power specifies when it should be used, it can only be used at this time.

DUNGEON DIE

Any time the Dungeon die must be rolled, the Overlord rolls it. If playing against several players, they must announce for whom the die is rolled prior to rolling it.

MASTER OF THE ROOMS

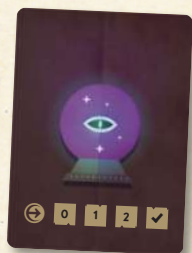
At the game's start, the Overlord draws three Room cards. Using their one-time-per-Area Divination power during the Preparation phase, they can preview one Room card in the Area (excluding the Entrance and Exit) and optionally swap it with one from their hand. This allows them to strategically introduce challenging Rooms into the adventurers' path, or remove beneficial ones.

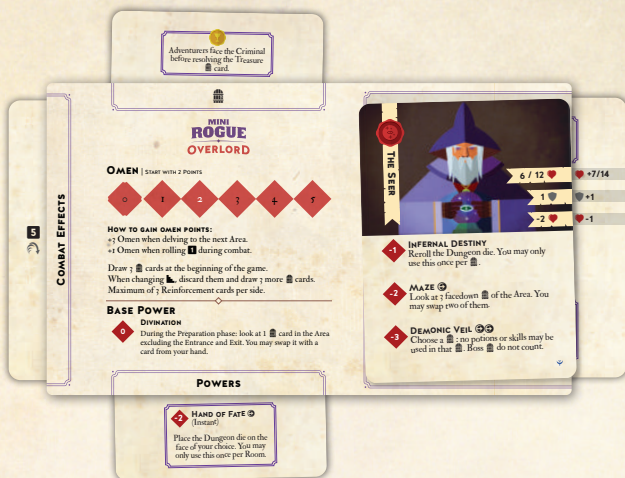
At the end of a Floor, the Overlord discards all their Room cards and draw three new ones.

REINFORCEMENT CARDS

Each time the Overlord uses a power that shows ☞ or ☞☞, they move their Reinforcement marker (black cube) one or two steps to the right, according to the number of symbols. When the marker reaches the last space (✓), the Overlord draws the top card of the Reinforcement deck, then places the marker on the new top card of the deck, on the leftmost space. Any leftover points carry over to the next card.

Upon drawing a Reinforcement card, the Overlord must play it immediately and place it under their board, either at the top, left, right or





bottom of the mat, showing only the chosen details. They can use it to apply effects to specific Room cards, grant them additional Powers, adjust their Avatar's traits for the battle's two phases, or add benefits for all Enemies based on the Dungeon die's roll during Combat. **A maximum of 3 Reinforcement cards can be stacked on the same side of the board, and a total of 6 Reinforcement cards can be in play.**

The effects on the Dungeon die also apply on to the Overlord's Avatar for both phases of the final battle. If the Overlord runs out of Reinforcement cards, they simply cannot draw any of these cards anymore during this game.

AVATAR

When the characters arrive on the Avatar card for the final battle, the combat between the adventurers and the Overlord begins. Add bonuses the Overlord has potentially added to their Avatar thanks to the Reinforcement cards. These cards can add bonus health points, armor, and damage to each of the Avatar's two phases. The combat starts with the first phase, just like against the King's Remains. The Overlord has the same amount of HP for the second phase, which starts when they reach 0 HP for the first time.

Note: If you are playing three adventurers against the Overlord, add both the HP values.

The Overlord can use their powers during the final fight, including those from their Overlord card and Reinforcement cards. However, they can only use powers that are eligible to be activated during the fight. Some powers have specific conditions for when they can be used and how often, while others can be used at any time. Keep in mind that the Overlord must still spend the necessary Omen points to activate them. Any progress on the Reinforcement track is ignored during the final fight.

The combat then begins, and the game is won by the adventurers only if they defeat the Overlord's Avatar in their two phases. Otherwise, the game is won by the Overlord (who also wins if the adventurers die before meeting the Avatar).

ADVENTURERS' STARTING STATS

At the beginning of the game, the adventurers benefit from a little bonus. Each adventurer chooses a Character card that hasn't been picked up by anyone, chooses a stat from this card and adds it to their own starting stats. It replaces your own stat if you should already start with any. You can choose Potions as well, any starting stat is valid.

For example, if you have the Plague Doctor and you choose to add the Rat Catcher's Gold to your starting stats. The Rat Catcher's Gold replaces your Plague Doctor's Gold. So you would start with this:

13 ❤️, **5** 🎯, **3** 🐭, and 🍷.

Plus, take the unused Character you chose and slide it under your own Character card, leaving only the extra Character's Skills visible. From now on, you can use the two sets of Skills separately. When you use a Skill, only turn facedown the card it is on. So you now have two Skills to use until you refresh them.

When you refresh your Skills, turn all your cards faceup. The extra Character card does not grant you an extra Character class for Lore card purposes.




ROOKIE ADVENTURERS

When playing the Overlord against inexperienced Mini Rogue adventurers, we recommend letting one of them benefit from a bonus: After each Boss fight, let one adventurer resolve the Rewards card twice (the Overlord rolls the Dungeon die again for this). The adventurer who receives the extra rewards can change each time. The adventurers are the ones who decide who gets the bonus.




AUTOMATA MODE

This Overlord game mode may be played without anyone playing the Overlord, following the normal rules with the following changes:

During setup, choose one of the Overlord cards and flip it over to its Automata side (). Then, each player chooses an unused Character card and slide it under their Character card (see Adventurer's Starting Stats).

In Automata mode, the Overlord neither gains nor spends Omen points, and does not hold a hand of cards. Instead, refer to the Overlord card whenever an Adventurer enters a new Area during the Delving phase, enters a Room, or consults a Reference card. This will indicate whether any power is triggered based on the Room type or the Delving phase.

For example, when playing with the Seer Overlord in Automata mode, each time you encounter a Monster card, the Overlord will trigger its "Demonic Veil" power: advancing the Reinforcement marker by 2 to the right, then applying the effect of the power itself.

If the power shows an  or  symbol, immediately move the Reinforcement marker on the Reinforcement card according to the number of symbols (before resolving the power's effect). If the marker reaches the last space () , flip over the Reinforcement card and roll the Dungeon die to determine where to place it under the Overlord mat (see Reinforcement Cards rule) by referencing the dice icons on the top right of the Overlord card. Any leftover Reinforcement points carry over to the next card.

For example, the Seer Overlord triggers a Reinforcement card. You flip the card over, roll the Dungeon die and get a result of 3. You must place the Reinforcement card in the "Combat Effects" side.

After resolving the Reinforcement card, apply the power corresponding to the Room card. Continue playing until you either defeat the Automata or you die.

REWARDS/CRIMINAL CARD

When you should face the Criminal or the Ghost, face the one on the reference card you are using. The Criminal comes with *The Council*, while the Ghost comes with the base game. You can either choose one to play with (during setup), or decide to alternate between these two (in sequential order or by random) whenever you need to consult an enemy reference card. Any rule which affects one of the references, affects both. The same goes for the Rewards side of the reference cards.



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