

QUICK REFERENCE

SURVIVOR ACTIONS

After allocating and resolving possible Demon actions you get to resolve Survivor actions, one for each successful Pulse die in the Survivor pool. Spend available Pulse dice from your Survivor pool and choose an action to resolve from the list below

RESULT	EFFECT	DEMON
Blast or Bash	Deal 2 damage	Demon Attack
Spray Em! or Cleave Kick	Deal 1 damage to 2 targets	Demon Attack
Move or Blitz	Move up to 3 spaces	Demon Move
Run and Gun	Move up to 2 spaces and deal 1 damage	Demon Move
Style on Em'	Move up to 2 spaces and gain Evasion token	Demon Evade
Interact or Item	Room/Item specific	Demon Evade

ITEMS

There are three Items and they all help the Survivor in different areas of the game, with damage, defense and healing. The Survivor can only carry one of each Item, and must perform the Item action in order to gain the benefit of the item. Once the benefit of the Item is applied, the Item will have to be found again.

- ⌚ **FLAME FRAG:** Use to apply the persistent effect: Fire to target space.
- ⌚ **STYLE SODA:** Use to move 2 spaces and gain 2 Evasion Tokens.
- ⌚ **ARMOR PLATE:** Use to reduce the Pulse Rate by 2, to a minimum of 3.

LOCKED CRATES

Locked Crates take up 1 space on the grid and can be moved through/over. The interact action can be performed while adjacent to a crate to attempt to open it. If successful, roll a d6 on the Locked Crate chart.

- > **1-2:** 1x Flame Frag
- > **3-4:** 1x Style Soda
- > **5-6:** 1x Armor Plate

PERSISTENT EFFECTS

- ⌚ **DARKNESS:** Survivor line of sight is limited to 2 spaces.
- ⌚ **COLD:** Demons lose all evasion tokens, and can no longer perform the Evade action. Demons are at -1 movement, but the Survivor must roll an additional bonus Pulse die at the beginning of the Wits Phase.
- ⌚ **FIRE:** The target space and every adjacent space is on fire. Spaces affected by fire deal 1 damage to models occupying or moving through them. Barrels damaged by fire will explode. Fire dissipates at the beginning of the following Wits Phase.

DEMONS

SPAWN STYLE

Ambush: Spawn adjacent, or as close as possible.

Prowl: Spawn within 4 spaces out of line of sight, if possible, including wall spaces.

Hunt: Spawn in furthest space, within line of sight.

All Demons have a profile, which governs their actions during play. Demons have 4 stats that affect their abilities. These are:

HP:	Health points.
MV:	Move value
MD:	Melee damage
RD:	Ranged damage

1. BLADE DEMON

HP: 2

MV: 3

MD: 1

Special: If two Blade Demons are adjacent to the Survivor, 2 damage is dealt during its attack action.

SPAWN ROLL

Roll a D6.

1. They're right behind me! Roll immediately again.

- 1-3: Hunt: Spawn Frog Demon
- 4+: Ambush: Spawn 2 Blade Demons

2-3. Demons!

- Prowl: Spawn two Blade Demons
- Hunt: Spawn a Gun Demon

4-5. Those look sharp!

- Prowl: Spawn two Blade Demons

6. Take cover!

- Prowl: Spawn Frog Demon
- Hunt: Spawn a Gun Demon

2. GUN DEMON

HP: 3

MV: 2

RD: 1

Special: If the Gun Demon is adjacent to the Survivor, 2 damage is dealt during its attack action.

3. FROG DEMON

HP: 2

MV: 4

RD: 2

Special: If the Frog Demon Evades, it gains 2 Evasion Tokens.



Q: What happens if I already have the Engine room set up and enter it again during a new Room Phase?

A: You Set up the Corridor room. The Survivor exits the room, heading into the corridors of the Ship. See page 17.

Q: What happens if I already have the Corridor room set up and enter it again during a new Room Phase?

A: You exit the Corridor and set up the objective room you need to progress the game into the next stage. The corridors are the hallways between all the important rooms, rolling it again is abstracting your Survivor navigating through the corridors to find the right room for the stage: Imagine them following signs and different colored arrows on the ground routing to different parts of the ship. See page 17.

Q: How many Evades can Survivors and Demons have respectively?

A: Survivors can have a maximum of three Evades regardless of the source. Demons can only ever have one Evade token, with the exception of the Frog Demon, which gets two Evades tokens when it Evades.

Q: When a Survivor has two Evade tokens and is dealt 3 damage from an attack, can I roll to dodge before deciding to use the Evade tokens?

A: No. After the attack dice are rolled you get to choose what damage you spend Evade tokens on and which you attempt to dodge. In the case above, the Survivor could spend 2 Evade tokens, and attempt a single dodge roll, or spend 1, or even 0 Evade tokens, rolling all the dice in an attempt to roll 6's.

Q: Can I use an Evade token to Evade damage caused by rolling a 1 during a Blitz action?

A: No. At that point you're not dodging, you're barging through demons!

Q: The Frog Demon doesn't have a Melee damage value, if it is adjacent to the Survivor does it have to perform Move actions before it can attack at ranged?

A: No. It's just shooting you from point-blank range!

Q: Does the Darkness persistent effect alter the way Demons spawn? i.e. would they only spawn 2 spaces away?

A: No. In addition Demons can see in the dark and ignore the Darkness persistent effect entirely.

Q: If there are spaces affected by the Fire persistent effect, will Demons move in a way that avoids them?

A: No. They mistakenly think that the fire won't harm them! But it does.

Q: Can a Survivor end their movement on top of a Locked Crate?

A: No. It would be too hard to keep your balance on it.

Q: If you find an item in a crate that you're already carrying, what happens?

A: The items you find in the crates will always be items you're not already carrying. Adjust the crate roll results to reflect available items.

Ex: If the Survivor is equipped with a Flame Frag, and they interact with a crate, the crate roll results are changed to 1-3 Style Soda, and 4+ Armor plate.

Q: Does being adjacent to Demons prompt a test for using items as well as interacting with terrain elements?

A: No. Tests are only performed when doing the Interact side of that action.

Q: When spawning Demons, am I limited to counting the spaces within LOS of the survivor?

A: No. You can and should spawn Demons out of LOS or in as advantageous a space as possible when permitted by the Spawn style.

Q: Can Demons spawn inside the walls when Prowl spawning?

A: No. The text about 'including wall spaces' is meant for counting. You can count a space that a wall occupies and place Demons on the other side of it.

Q: When Discovering Functioning Escape Pods, do they count as a single element being discovered on a 4+?

A: No. Imagine that the entire wall behind the console has many escape pods. They're discovered on the roll of a 3+.

Q: Does the bonus Pulse die granted from the Persistent Cold effect raise the Pulse of the Survivor?

A: No. It's an extra bonus die that functions normally with the exception that it can only be lost if the Persistent Cold effect is no longer in play. I use a sweet blue die to track it during play.

Q: How do I perform the Evade Pulse and Mirror actions for the Demons if the Persistent Cold effect is in play?

A: Consider them wasted. Evade Pulse actions cannot convert, and Mirror actions are not performed. Discard them when it comes to resolving them.

Q: If I roll multiple results of 3 on my Pulse dice, do I spread those Evade actions out among all Demons, or would only a single Demon act, potentially converting those Evades to different actions?

A: The only time an Evade Pulse action will be dynamically converted into a Move is if all Demons in the room currently have Evade tokens and cannot perform the Evade action. If there are multiple Demons in the room and multiple Evade Pulse actions in addition to Moves and Attacks to resolve, the closest Demon will resolve a single Evade action, then skip the other Evade actions to perform all other actions that it can, leaving the other Evade Pulse actions for the next closest Demon.

Q: What does it mean that 'Pulse Dice will dynamically convert downwards'?

A: The actions on page 21 are presented in descending order. When you convert 'downwards' you change an Evade to a Move and Move to an Attack. Importantly though you cycle back to the top from the Attack result. So if for some reason you cannot resolve an Attack action with a Demon, and they don't have an Evade token, the action will convert 'downwards' back up to Evade.

ERRATA

PAGE 27: Persistent effects: Fire. Change the first sentence to read: "The target space and every surrounding space is on fire."

Page 36: Barrels, add this sentence at the end of the paragraph: "After exploding, barrels are removed from the room."

Page 37: Locked Crates, add this sentence at the end of the paragraph: "After rolling, remove the crate from the room."

Page 39: Blade Demon, add this sentence to the profile: "Special: If two Blade Demons are adjacent to the Survivor, 2 damage is dealt during its attack action."

DESIGNERS NOTES

Randomization & You:

There are many aspects of Demon Ship that are randomized, and there isn't any real 'rules' per say about how to determine that sort of thing. It's up to you! But here are some general guidelines I hope that you find useful.

General Randomization principle: On a roll, 1-3 is A and No, 4-6 is B and Yes.

Difficulty:

I like to think there are 3 frames of difficulty that you can apply to your runs to alter your experience. When the player runs into situations where you have to make a decision for the game to progress, make the decision within these frameworks. For simplicity I'll use familiar terms.

Easy

Neutral

Hard

When you have to resolve an unclear interaction, or randomize an interaction or placement of a single Terrain Element:

Easy: Choose the option that is most advantageous for your current situation, i.e. place the Terrain element where you want, or resolve an interaction that is in favor of the Survivor succeeding, or surviving. In addition, players can choose which space the Survivor starts in during Room set up.

Neutral: Use the general randomization principle for everything. i.e. roll a dice to decide.

Hard: Choose the option that is least advantageous for your current situation, i.e. place the Terrain element where it's more inconvenient, or resolve an interaction that is in favor of the Demons succeeding, or surviving.