

LOBOTOMY MANHUNT

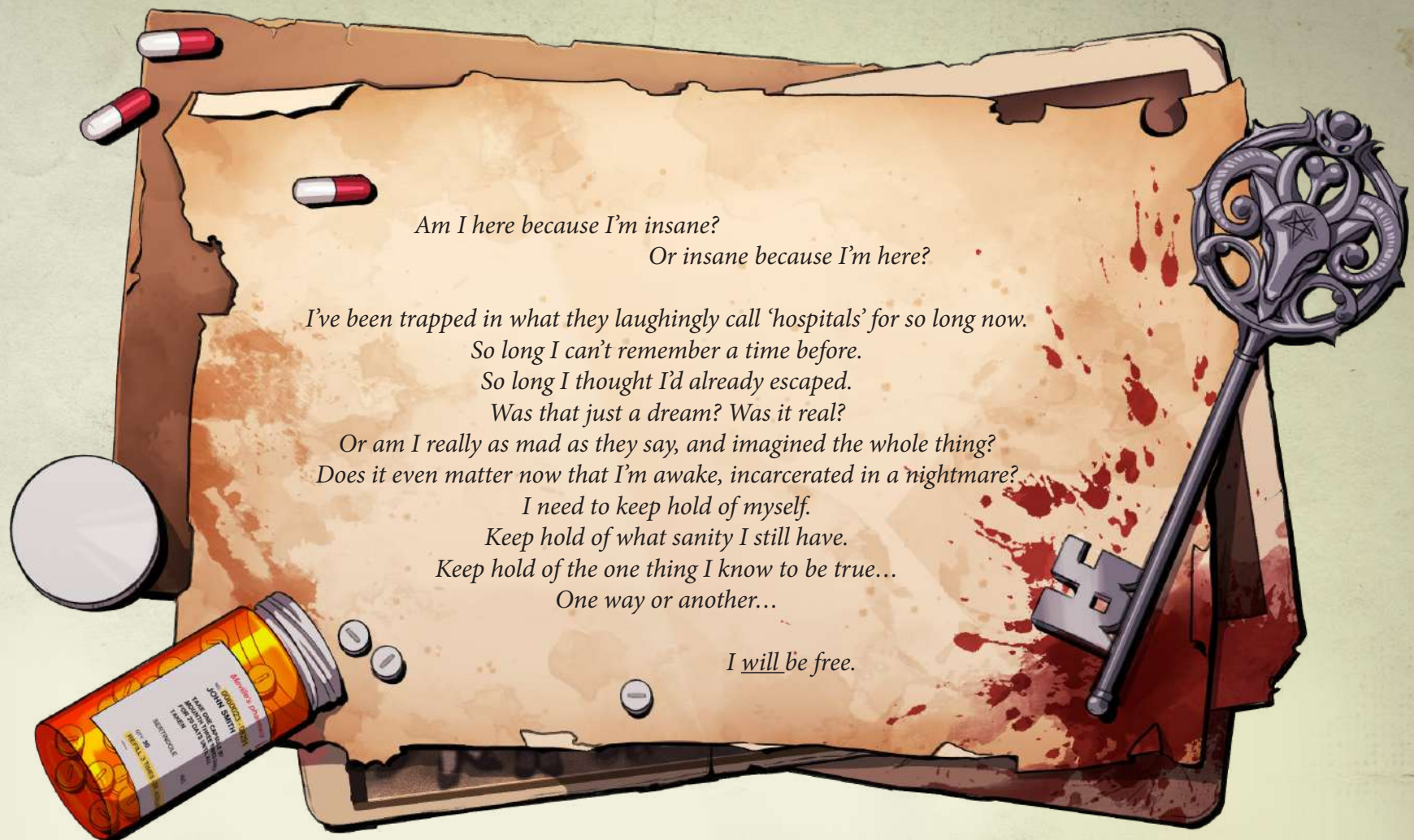
RULEBOOK

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In *Lobotomy 2: Manhunt*, players are patients working together to escape the mysterious psychiatric hospital that they've been incarcerated in.

The thrilling mix of survival horror, dungeon crawling, and a narrative rich story will find you battling to escape with little more than the delusions and hallucinations that fill your mind.

Did you really fire a bolt of energy that disintegrated a demon? Or did you merely wave and shout to scare off a lone orderly? You can't tell, and maybe, just maybe, it doesn't matter as long as it works and you get to escape this cursed asylum.

Of course, no matter what your mind creates, escaping won't be easy. The hospital orderlies won't give up trying to stop you and return you to your confinement cells. Nor will the men (if you *can* call them that) from the State Police – and they've brought ferocious dogs straight from the eternal pits of Hell.

Welcome to *Lobotomy 2: Manhunt*.





Game Components



The **Lobotomy 2: Manhunt Rulebook**, that you are currently reading!



The **Daily Nightmare Book**, containing rules modifications for playing the *Daily Nightmare* (sandbox games), and all *Nightmares*.



9 Map Tiles which are used to form a modular Board specific to each scenario or one of several maps for playing the *Daily Nightmare*.



22 custom Dice

Made up of 8 Basic Attack Dice, 4 Strong Attack Dice, 6 Basic Defense Dice, and 4 Strong Defense Dice.



9 Character Cards each describing the *Statistics*, *Attributes* and *Abilities* of a playable *Character*.



7 Elite Monster Cards describing the stronger *Monsters* that you will commonly encounter, such as *Orderlies* and *Cultists*.



9 Character Miniatures (also called *Minis* or *Models*).



36 Elite Monster Miniatures



The **Scenario Book**, containing The *Introductory Scenario* and The *Lobotomy 2: Manhunt* Core Campaign.



2 Drawstring Bags

To be used as the *Meds Bag* and the *Junk Bag*.



A **standard six sided die** (usually called a d6 or 1d6 in these rules).



2 Basic Monster Cards describing the most common (and weakest) *Monsters* that you will encounter, such as *State Troopers* and *Hellhounds*.



9 Boss Monster Cards each describing one of the most terrifying nightmares you'll have the misfortune to confront. *Boss Monsters* are usually not randomly spawned, but appear according to specific conditions for each *Scenario*.



24 Basic Monster Miniatures



9 Boss Monster Miniatures



Game Components



20 Disorder: Aggression Cards describing mainly offensive *Abilities*, designed to help you defeat *Monsters*.



20 Disorder: OCD Cards describing *Abilities* mainly designed to help you move quickly, craft upgrades, and perform a range of dirty tricks!



5 Basic Equipment Cards. The *Straitjackets* that you find yourself wearing at the start of each game. Luckily they provide some protection against your foes...



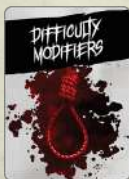
6 Basic Weapon Cards. At the start of each game, you will find yourself with one of these weapons. They may be basic but they're still very deadly.



30 Spawn Cards used to determine which *Monsters* appear during a game, exactly where they will appear, and when some *Scenario-specific Events* happen.



12 Daily Nightmare Cards used during *The Daily Nightmare* game mode.



6 Difficulty Cards used to either lower or increase the difficulty of the game.



10 Huntmaster Boss Cards present different actions that the *Huntmaster* might perform during his turn.



20 Disorder: Schizophrenia Cards describing *Abilities* that seem magical or create big effects.



20 Disorder: Anxiety Neurosis Cards describing mainly defensive *Abilities*, designed to help you survive being attacked by *Monsters*.



30 Equipment Cards describing a range of useful, and sometimes almost magical, objects that you may find to help you survive.



33 Weapon Cards describing the weapons, both remarkable and mundane, that you may use to battle the forces of darkness.



18 Hunt Track Event Cards used to track how much time is left during a game – and to provide various effects beneficial to the *Monsters*.



61 Scenario Cards used during *The Core Campaign* to help track scenario progress.



12 Memory Cards used during *The Daily Nightmare* game mode, lost memories of our *Characters*.



5 Wendigo Boss Cards present different attacks that the *Wendigo* may perform during his turn.

Game Components



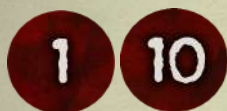
12 Wall/Breach Tokens.

One side is the *Breach Token* (used to place a gap in an existing wall) and the other side shows a *Wall Token* (used to place a wall where a small gap or doorway would otherwise be).



36 Door Tokens.

One side shows an *Open Door* and the other side shows a *Closed Door*.



20 Number Tokens.

Labeled with a number on one side, and marked with an '?' on the reverse side. There are two copies of each number. Used in various ways, such as to mark a special enemy, or a possible object of interest.



40 Cooldown Tokens.

These are placed on top of *Abilities* to indicate that they are in *Cooldown* after being used, and can't be used again until all *Cooldown Tokens* are removed.



63 Wound Tokens.

Used to track the number of *Wounds* suffered by a *Character* or a *Monster*. When they have suffered as many *Wounds* as they have *Health*, they are defeated.



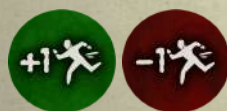
21 Condition Tokens.

Used to mark when a *Character* or *Monster* is affected by various conditions, such as *Stun*, *Fire*, *Frost* etc



1 Sentry Gun Tokens

Used with the *Sentry Gun Equipment Card*.



16 Attribute Increase/Decrease Tokens

One side shows an increase of +1 to the respective *Attribute*, whilst the other shows a decrease of -1.



13 Lobotomy Spike Tokens

Generic *Tokens* used in various ways during gameplay to help *Players* track progress.



1 First Character Token

Used to indicate and remind which *Character* takes his turn first this *Round*.



27 Locker Tokens.

These show the outside of a searchable locker (or filing cabinets, boxes etc) on one side, while the other shows the costs and availability of items that can be gained from the *Locker*. In play, the costs are face down so that the item availability is only found when the *Locker* is searched.



46 Miscellaneous Tokens.

Various tokens used during *Scenarios*.



10 Letter Tokens.

Labeled A to J on one side, and marked with an '?' on the reverse side. Used in various ways, such as to mark a special enemy, or a point of interest.



39 Insanity Tokens.

Insanity Tokens are gained by *Characters* (usually from defeating *Monsters*) and can be spent to use the *Character's* special *Innate Abilities*.



36 Junk Tokens.

Used to *Upgrade Weapons* and *Equipment*. There are 6 each showing glass and wood, rope, paper, pipe, and rock.



20 Meds Tokens.

The medicines found around the asylum may be used to roll extra dice while playing. Each *Meds Token* can be spent at any time to add a dice of the matching color to a dice roll.



1 Land Mine Token

Used with the *Land Mine Equipment Card*.



34 Upgrade Tokens

Upgrade Tokens are used to mark completed *Upgrade* on our *Weapons* and *Equipment* cards.



12 Memory Tokens

Used as *Memory Shrines* during *The Daily Nightmare* game mode.

There's a few things you need to decide on before you start playing.

Players and Characters

Lobotomy 2: Manhunt is a game for 1 to 5 *Players*, but it is designed around playing 3 to 5 *Characters*. So if you are playing with fewer than 3 *Players*, it's recommended that the *Players* control multiple *Characters* each. For example if there is a sole *Player*, then they should control at least 3 *Characters*, and a pair of *Players* should play 2 *Characters* each.

It is expected that, when playing multiple *Characters*, the order in which *Characters* take their turns is kept consistent with if they'd been controlled by separate *Players*. For example, if *Player 1* is playing the *Characters* Alex then Bob, and *Player 2* is playing Carol then Denise, then the first Round may go as follows: Alex > Bob > Carol > Denise

Then on the second Round when, the *First Character Token* has passed from Alex to Bob, the order will be: Bob > Carol > Denise > Alex

And so on as the game progresses. For this reason, most rules will discuss things with regards to the *Character* and not the *Player*. For example, we use a *First Character Token* to keep track of which *Character* goes first each Round, and not a First Player Token as some other games have.

What Type of Game to Play?

Lobotomy 2: Manhunt takes some of the core ideas and inspiration behind the original *Lobotomy* and then shakes them up, trims them down, and improves them. The end result is a faster-playing, more streamlined game that isn't hard for new gamers to pick up, but keeps the parts of the first game that gave it such a unique survival horror feel.

Because a lot has changed and improved, veteran 'patients' are still advised to play *The Introductory Scenario*, not least because it's a fun story that leads into the campaign.

The Introductory Scenario

A special scenario that teaches you how to play *Lobotomy 2: Manhunt* and leads directly into *The Core Campaign*.

If this is your first time playing *Lobotomy 2: Manhunt*, it is advised that you now close this *Rulebook* and go straight to the *Scenario Book*. The *Introductory Scenario* should teach you how to play the game, starting simply and introducing more parts of the game in a structured way over a single game session. If you need any further details or explanation than is provided in *The Introductory Scenario* then you can refer back to this *Rulebook*.

The Core Campaign

A series of linked scenarios, each part of the ongoing story of how you managed to escape the hellish Mental Facility that you find yourself in... or die trying.

The Daily Nightmare

Daily Nightmare Games are a way to experience *Lobotomy 2: Manhunt* with a series of smaller scenarios designed to let the *Players* experience a more randomized, freeform battle against evil, without the strict format of a full campaign *Scenario*. They're a kind of sandbox game *Players* can easily adjust to their liking.

Several *Daily Nightmare Scenarios* (or *Nightmares*) may be in play at once, with new *Nightmares* starting as existing ones near completion.

For players used to playing the original *Lobotomy*, this is the nearest thing to it, but still maintaining elements of the narrative-rich scenarios, and the improved, streamlined play of *Lobotomy 2: Manhunt*.

The Introductory Scenario and all *Campaign Scenarios* can be found in the *Scenario Book*. Rule changes for *The Daily Nightmare*, and all *Nightmares*, can be found in the separate *Daily Nightmare Book*.

Modifying Game Difficulty

The *Difficulty Modifier Cards* may be used to create easier or harder games. If you wish to play a game with nonstandard difficulty, either easier or harder, randomly select one or more *Difficulty Modifier Cards* and use the appropriate modifiers they describe.

As the game is primarily balanced around 4 or 5 *Characters*, it is recommended that games with only 3 *Characters* use one *Difficulty Modifier Card* at *Easiest Difficulty* to help give them a sporting chance!

A Name of the *Difficulty Modifier Card*.

B Modifications for each *Difficulty Level* are shown one above the other going from *Easiest*, to *Easier*, to *Harder*, to *Hardest*. Normal difficulty is not shown as that is playing all rules as shown in the rulebook, *Scenario*, and on *Cards*, without modifying them.





Setting Up the Game

Follow the steps listed below to setup your game.

- A** Select the *Scenario* (or *Sandbox Map*) to play, and correctly arrange the required *Map Tiles* into the game *Board*.
- B** Place *Closed Door Tokens*, *Breach Tokens*, and *Wall Tokens* as specified by the *Scenario*.
- C** Place randomly selected *Locker Tokens* required by the *Scenario*, careful to avoid seeing the detailed contents and costs.
- D** For each *Monster* used in the *Scenario*:
 - Find all *Miniatures* of the *Monster*, and use them to form the *Monster Pool* near the *Board*
 - Find the matching *Monster Card* and place it face-up where all *Players* can read it
 - Place *Miniatures* of the *Monster* on the *Board*, taking them from the *Monster Pool*, as specified by the *Scenario*
- E** Place all *Meds Tokens* into a drawstring bag, and place this *Meds Bag* in easy reach.
- F** Place all *Junk Tokens* into a drawstring bag, and place this *Junk Bag* in easy reach.
- G** Shuffle the *Weapon Cards* to form the *Weapon Deck*, and the *Equipment Cards* to form the *Equipment Deck*, and set them all in easy reach of the *Players*.
- H** Separately shuffle the *Disorder Cards* of each *Disorder* into their own decks and place them all within reach of the *Players*.
- I** Prepare the *Hunt Track*, as determined by the *Scenario*. This is covered in more detail in *Setting Up the Hunt Track*, on the next few pages.
- J** Place the *Huntmaster Miniature* just before the first *Space* of the *Hunt Track*.
- K** Find the matching *Character Card* and *Miniature* of your chosen *Characters*. Place the *Character Card* in front of each *Player* with the blue side up (they're not totally **INSANE!**... yet), and place their *Miniature* on one of the starting locations shown in the *Scenario*.
- L** *Players* take their *Basic Equipment Card* (a *Straitjacket*) and choose a *Basic Weapon Card* (hopefully one that uses a *Key Attribute* that their *Characters* are strong in). Place these two cards next to your *Character Card*.
- M** Each *Player* draws a random *Meds Token* from the *Meds Bag* and places it next to their *Character Card*.
- N** Each *Player* draws one *Disorder Card* from each *Disorder Deck* that affects their *Character* (as shown on their *Character Card*). Place these cards near your *Character Card*.
- O** Place the dice near the *Board*.
- P** Shuffle the *Spawn Cards* to make the *Spawn Deck* and place it near the *Monster Pool*.
- Q** If needed shuffle the *Memory Cards* to make a *Memory Deck* and place it near the *Board*.
- R** Prepare either *The Daily Nightmare Deck* or *Scenario Deck* depending which game mode you are playing.
- S** Finally, place various tokens used during the game all within reach of the *Players*.

The *Players* should choose which *Character* to give the *First Character Token* to.

Read the start of your chosen *Scenario*, following any special instructions and distributing any necessary handouts (such as *Reference Cards* - you can find them on the last pages of the *Scenario Book* and are allowed to copy them for your games).

The first *Round* of play now begins with the first *Character Action Phase* (a *Maintenance Phase* is not needed until the second *Round* begins).



Setting Up the Game





Setting Up The Hunt Track

The *Hunt Track* is made up of 12 *Spaces* each with a *Hunt Track Event Card* upon it. Some *Scenarios* may specify a *Hunt Track* on the *Board*, but in most cases it is not on the physical *Board*.

In these cases, the *Hunt Track* is usually made of 12 facedown *Hunt Track Cards* laid out as shown below. These represent the path the *Huntmaster* takes while pursuing the *Characters*.



The green arrows show how the *Huntmaster* will move along the path. Key points on the *Hunt Track* are:

- A** The *Huntmaster* starts the game just before the *Hunt Track*, and they will move onto the 1st *Space* of the *Hunt Track* in the *Hunt Phase* at the start of the first *Monster Phase*.
- B** The 6th *Card* on the *Hunt Track* is always the *Aura of INSANITY!* card
- C** When the *Huntmaster* has to move from the last *Step* then the game is usually over, or a *Final Battle* starts, depending from the *Scenario*.

To setup the *Hunt Track* like this, at the start of the game, perform the following steps:

1. Locate and set aside the *Hunt Track Event Card* entitled *Aura of INSANITY!*
2. Shuffle the rest of the *Hunt Track Event Cards*.
3. Deal 5 *Cards* face down in a row (between points **A** and **B**), then place the set aside *Aura of INSANITY!* as the 6th *Card*, at **B**.
4. Deal 6 more *Cards* facedown below the 6 already there, forming the bottom row.

When the *Huntmaster* moves along the *Hunt Track*, it is a good idea to turn over the *Hunt Track Event Card* but leave it in place, face up. This can be especially useful if the *Huntmaster* is instructed to move back along the *Hunt Track*. However, once a card has been turned face up and its effects applied, it is not re-applied if the *Huntmaster* moves to that *Card* again. Note that the *Aura of INSANITY!* effects, once revealed, last for the rest of the game.

If the *Huntmaster* moves forward due to a *Character* death or other effect, do not reveal the *Hunt Track Event Card* until the next *Hunt Phase* when, multiple *Cards* will be revealed.




The Character Area

The Character Area is the area around a Character Card where all that Character's Cards and Tokens are placed. Feel free to find a setup that suits you, but one possible setup, shown mid-game, is illustrated below, along with the different sections of the area.



The different parts of the Character Area are as follows:

- A** The main Character Card. On or around it are placed any Tokens for Junk, Meds, Upgrades, Status Effects (such as Fire , Insanity, or Wounds.
- B** The Loadout, being up to 1 piece of Armor and up to 2 Weapons.
- C** All Items (Weapons and Equipment) that are not in the current Loadout.
- D** All Disorder Cards that the Character currently has.

Usually a Character can have a maximum of 6 Insanity Tokens, 4 Disorder Cards and 6 Weapon and/or Equipment Cards at any one time. This is covered in more detail later in the rules.

Key Concepts

The following concepts are used in several areas of the game, and so are described here before the rest of the game components and mechanics.

Rules Precedence

Sometimes rules on a *Card* or for a specific *Scenario* will contradict the rules in this *Rulebook*. The usual order of rules precedence is:

Rules for a *Scenario* > Rules on *Cards* > Rules in this *Rulebook*

With rules at a certain level having precedence over any rules on lower levels. So *Scenario*-Specific Rules beat Rules on *Cards*, and both beat the Rules in this *Rulebook*.


Dice, Rolls and Tests


Lobotomy 2: Manhunt uses both a regular six-sided dice (called a d6) and 4 types of custom dice.


The regular dice is used to make both d6 rolls (to get a number from 1-6) and d3 rolls (to get a number from 1-3) by rolling d6 and halving the result (rounding up).


The four types of custom dice are used to resolve the outcome of things like attacking *Monsters*, defending against attacks, or performing *Attribute*-based tests and checks. These custom dice have symbols on their sides instead of the numbers or pips found on most dice (and the d6).



The 4 types are:


Green  - the basic *Attack Dice*


Red  - the stronger *Attack Dice*


Blue  - the basic *Defense and Test Dice*


Brown  - the stronger *Defense and Test Dice*


The basic dice ( and ) both have one side that is blank. Every other side of the custom dice shows one or more symbols. The individual symbols on the custom dice are as follows:


 **Lobotomy Spike** – a success on *Attack Rolls*








 **Lightning Bolt** – may trigger special effects



 **Star** – a success on *Tests*





 **Insanity**




 **Shield** – success on *Defense Rolls*






 **Shield with a star** – success on both *Defense Rolls* and *Tests*
When you roll dice, you only count symbols that apply to the type of roll being made (*Attack*, *Defense* or *Test*) ignoring any other symbols.

For example, if you are rolling *Defense Dice* and roll a  , then it is ignored (and treated like a blank result) as defending only uses  ,  , and  . The *Star*  is used only in *Test/Check Rolls*, such as attempting to *Search a Locker Token*, when both  and  count as successes.



The  appears on all custom dice, but only normally has an effect when it is rolled as a result when rolling dice for your *Character*, and not when rolling for a *Monster*. The usual effect is that your *Character* gains 1  per shown on the dice rolled for your *Character*.

For example, if a *Monster* is attacking your *Character*, then you would roll *Attack Dice* for the *Monster* and *Defense Dice* for your *Character*. Only  on the *Defense Dice* would have an effect (gaining you 1  per  shown). Any  on the *Attack Dice* (rolled for the *Monster*) would be ignored – unless some *Card* or *Scenario* effect specifies otherwise!






The  appears on all custom dice and can trigger special effects for whoever is rolling the dice it appears on, so if a *Monster* is attacking your *Character* then any  on the *Defense Dice* trigger any special effects that your character has (on the *Abilities*, *Weapons*, and *Equipment* they use to defend). Any  on the *Attack Dice* trigger special effects that the *Monster* has (in the *Attack* section of their *Monster Card*).


Multiple  or  results (on separate dice) usually trigger separately, so rolling  on 3 dice would get you 3  , or rolling  twice would trigger the effects twice.


Tests and *Checks* are the most common dice rolls outside of combat (which is covered in more detail in *Attack Action*, page 31, and *Basic* and *Elite Monster Attack Phase*, page 28). They are also used for *Searching Lockers* (page 33), and a range of *Scenario*-specific reasons.

When asked to perform a *Test* you will be told which *Attribute* to use, you may also be given a target value in brackets which you need to achieve or exceed in order to pass the *Test*. To perform the *Test* you roll a number of blue dice  equal to your *Character's* score in that *Attribute*. After rolling, the *Character* can choose to use blue or brown *Meds*  (see page 16) to add further dice of the matching color.

Key Concepts

For example, a *Character* with  of 4, when asked to *Test*  (2) would roll 4  (due to their value in the *Attribute*) and would pass the *Test* if they roll 2 or more successes ( and ).

If you are not given a target value (in brackets), you make the dice roll (then use  if you wish) and count how many successes you got. The scenario or card text will then instruct you what to do depending on how many successes you get.

For example, You try smashing the wall, *Test*  .

- If you got more than 5 successes, you break open the wall and find something: draw a *Weapon Card*.
- If you got fewer than 2 successes, the wall holds but something heard you – spawn a *Monster* for each success short of 2 you rolled.

Map, Tiles, Board and Spaces

The *Scenario* you play will show the *Map* that is used. This is reflected in the *Board* on which play happens, and is made up of one or more separate *Map Tiles*. Each *Map Tile* is made up of several *Spaces* – distinct areas enclosed by a mixture of solid-black walls, white boundary lines, and doors, as shown below.




- A** is a *Space* enclosed by solid corridor *Walls* and a *Door* at each end.
- B** is similar, but the bottom *Wall* has a gap in it with a white line completed the border.
- C** is a room enclosed by *Walls* on 3 sides, with the 4th side being made of a *Wall* with a *Door* in the middle.
- D** has *Walls* with *Doors* to the left and right. A *Wall* partially blocks the top edge, which is completed with a white line. The bottom edge has no wall at all, and is marked purely by a white boundary line.

If the white line wasn't present between **B** and **D** then the two areas would form a single, large T-shaped *Space*.

The first *Map Tile* (of the patient's confinement cells, partially shown above) is shown on the right with the boundaries between the 12 *Spaces* highlighted in green.



Line of Sight (LoS)

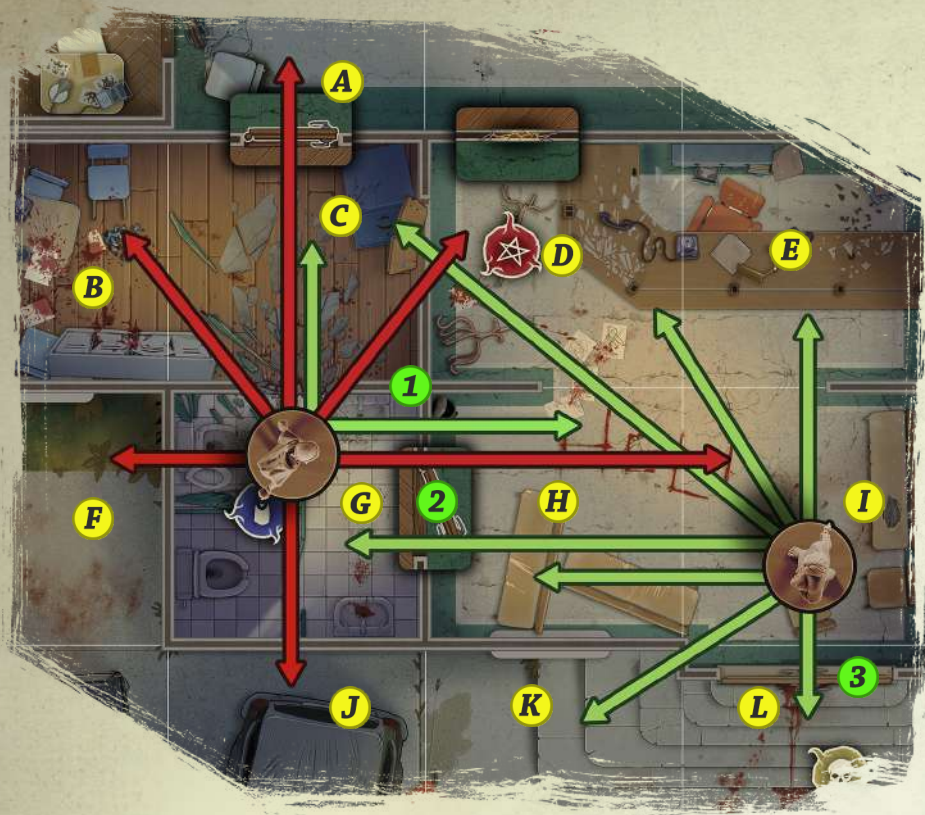
Unless stated otherwise, *Attacks* and other actions need *Line of Sight* (or *LoS*) – meaning that the *Character* or *Monster* performing the *Attack* or *Action* has got to be able to see the *Target*. *LoS* is most usually mentioned in relation to *Attacks* and *Abilities* that are ranged, indicated by the  icon.

LoS is blocked by *Walls* (solid dark lines with bright outline on the Board) and *Closed Doors*. Anything anywhere on a *Space* has *LoS* to every part of another *Space* if you can draw an unblocked straight line between any parts of the two *Spaces*.

LoS goes through gaps in *Walls*, regardless of whether they are gaps drawn on the *Tile*, gaps created by an *Open Door*, or a *Breach Token* placed upon a previously solid *Wall*. When *LoS* extends through *Open Doors* or *Breaches* (whether created by *Token* or *Tile* art) it only extends to the first *Space* past the *Door* or *Breach*.

On the following page you will find some examples of *LoS* for two *Characters* standing on *Spaces* **G** and **I** .

Key Concepts



Characters, and Monsters, stood anywhere on Space **G** :

- Can see everywhere on Space **C** as it is the first Space through the (Tile-art depicted) Breach in the Wall at **1**.
- Cannot see as far as Spaces **A**, **B**, or **D**, as they are past the first Space after the Breach (even if that wasn't the case **A** would have been blocked by the Closed Door).
- Cannot see **F** or **J**, as solid Walls block the way.
- Can see everywhere on Space **H** as it is the first Space through the Open Door at **2**.
- Cannot see **I** (or **E**, though that line isn't shown) because it would mean looking more than one Space past the Open Door at **2**.

Characters, and Monsters, stood anywhere on Space **I** :

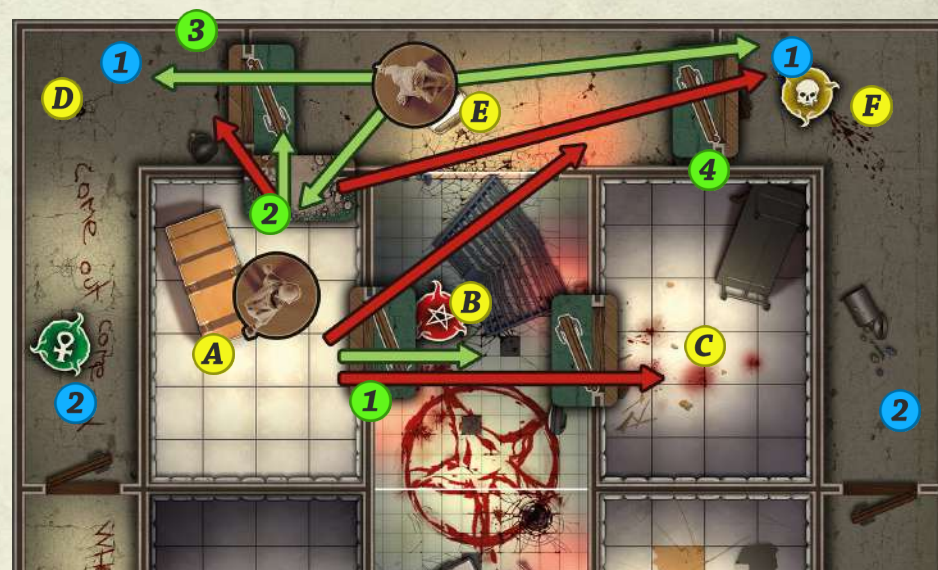
- Can see everywhere on Spaces **C**, **D**, **E**, **K** and **L** as an unblocked straight line can be drawn to them from Space **I** (the lines of sight pass through boundaries only partially blocked by Walls).
- Can see everywhere on Space **H** as nothing is (even partially) in the way.
- Can see everywhere on Space **G** as it is the first Space through the Open Door at **2**.

Note that the art at **3** seems to show a sort of double-width doorway, but the white boundary line above it makes it clear that it is not actually a Door, but just art. Also note that Door Tokens and Wall Tokens are considered to extend either side to meet the Wall, even if the gap shown in the Tile art is slightly bigger than the Token size.

It's important to remember that:

- LoS extends a maximum of 1 Space past an Open Door or Breach in a Wall whether that Breach is caused by a Breach Token or an obvious Breach (including rubble or debris) shown in the Tile art.
- If LoS exists between any part of 2 Spaces, then any item/mini on the first Space has unblocked LoS to any item/mini on the 2nd Space, even if their actual physical placements on the Board would appear to be out of sight of each other (e.g. around a corner).

These are illustrated in the following diagram.




A Mini in Space **A**, looking through the Open Door at **1**, can see into Space **B** but no further (into **C** and **E**), as they can only see 1 Space past an Open Door.

Likewise, they can see through the Breach Token at **2** into Space **E**, but can see no further, so cannot see anything on Spaces **D** and **F**. However, the Mini on Space **E** can see through the Breach Token at **2**, and see into Space **A** that way. They can also see 1 Space past the Open Doors at **3** and **4**, into Spaces **D** and **F**.

Key Concepts

Having *LoS* to any part of a *Space* means that you have *LoS* to the whole of a *Space*. Because of this, a *Character* or *Monster* in *Space E*, can see any *Miniature* or *Token* in *Spaces D* and *F*. This remains true whether the *Mini* or *Token* is placed on the physical *Board* at positions 1 or positions 2 (even though the latter looks like it should be out of sight around the corner of the corridor).

Range

Many *Weapons* and *Abilities*, and even some rules regarding things like *Monster Movement*, can be used at a distance from a *Target*, denoted by this symbol  and the applicable *Range* (given in number of *Spaces*).







For example, the *Basic Weapon* 'Spell Scroll' has a *Range* of 0-2, meaning it can be used to *Attack* an enemy on the same *Space* (a *Range* of 0), or one that is 1 or 2 *Spaces* away.



When measuring *Range*, the distance is always measured by moving from *Space* to *Space* along shared edges, similar to how *Movement* works. So a *Space* that is diagonally adjacent is usually at a *Range* of 2, this is illustrated on the right. The *Range* to each *Space* from a *Character* is shown in a green circle. For example, the *Character* is on the *Space* marked 0. Arrows show example ways to count the *Range* to a selection of *Spaces*.




Note that unless an effect specifies otherwise, *LoS* is always required. Even though the *Space* above the *Character* is at *Range* 1, because of the *Wall* blocking *LoS*, a *Monster* there could not be attacked by any ranged *Weapon* (unless it states that *LoS* is not needed).

Insanity

Every time a *Player* rolls dice for their *Character*, they gain 1 *Insanity Token*  for every *Insanity*  result they roll. This is only on rolls for their *Character*, such as their *Attack* rolls, their *Defense* roll against a *Monster's Attack*, or any non-combat rolls, such as *Check* rolls. *Characters* do not gain *Insanity Tokens*  for *Insanity*  results appearing on dice rolled to determine a *Monster's Attack* or *Defense*.

For example, if a *Character* is being attacked by a *Hellhound*, they will only get *Insanity Tokens*  for any  results on their *Defense Dice*, and **not** for any shown on the *Hellhound's Attack Dice*.

Characters also gain a single *Insanity Token*  whenever they defeat one or more *Monsters* with an *Attack* or *Ability*.


Characters may only normally have a maximum of 6 *Insanity Tokens* at any time.







Key Concepts

Junk


Junk  represents the broken trash that you find around the hospital. It may seem useless by itself, but get enough of it and you can *Upgrade* many of your *Weapons* and *Equipment*.

All *Junk* is drawn at random from the *Junk Bag*. There is no limit to how much *Junk* a *Character* can have, and the most common ways to collect *Junk* are:


- Perform a *Loot Action* (1 , ) in your *Action Phase* to gain 1 *Junk*.
- Perform a *Search Action* and find some *Junk* in the *Locker*.
- Defeat an *Elite Monster* (e.g. an *Orderly*) or *Boss Monster* and gain 1 *Junk* if you dealt the final blow.
- Get it from another *Character* in a *Trade Action*.
- Some *Innate Abilities* and *Disorder Cards* provide alternate ways to earn *Junk*.

Junk comes in 6 different forms, and the symbols, *Tokens* and names of each are shown below.











Sometimes you will need specific types of *Junk* to *Upgrade Cards*, or other times any *Junk* will do and the  symbol will be shown. For more information on *Upgrading Cards* please see page 34.

Meds

Meds  represent the various pills, tablets, and other medicines, found around the 'hospital'. They are gained by randomly drawing a *Meds Token* from the *Meds Bag*, usually as the result of using a *Search Action* to find *Meds* in a *Locker*. *Characters* are also free to trade *Meds* during a *Trade Action* and there is no limit to how many *Meds* a *Character* may have.

They can be spent by *Characters* to increase their chances of success when *Attacking*, *Defending*, *Searching Lockers* or rolling the custom dice to perform a *Test*.

After making a roll, when they have seen the results, a *Character* can use a *Meds Token*, returning it to the *Meds Bag* in order to roll an additional dice of the same color as the *Token*. Because the different color dice have different symbols on them they are useful at different times.

- When *Attacking*, use red *Meds*  to add a red dice , or green *Meds*  to add a green dice .
- When *Defending* or performing a *Test*, use blue *Meds*  to add a blue dice , or brown *Meds*  to add a brown dice .

After rolling an additional dice gained by using *Meds*, there is nothing to stop a *Character* using more *Meds* if they have them.

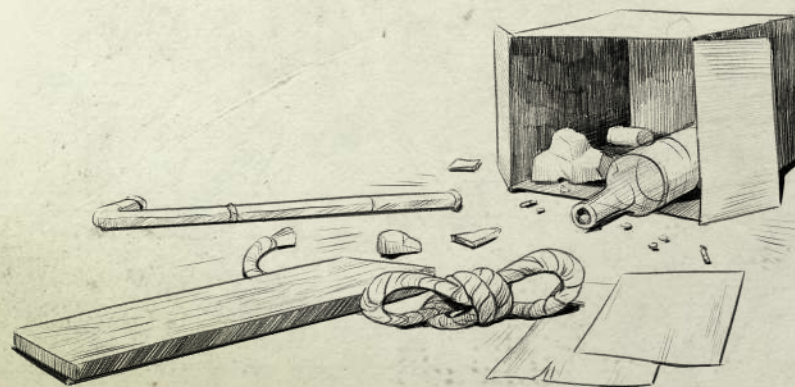
Items, Abilities, Limits, and Loadout

Characters in *Lobotomy 2* can gain a variety of *Weapons* and *Equipment*, collectively called *Items*, through *Weapon Cards* and *Equipment Cards*. *Characters* may normally have a maximum total of 6 *Items* at any one time. If they have 6 and gain another *Item* they need to discard until they are back down to 6.

Even though they may have 6 *Items*, they may only use a single *Item* of *Armor* at a time, and may only hold 2 *Weapons* at once. The *Armor* the *Character* is wearing, and the *Weapons* that they hold are known as the *Character's Loadout*. During combat, *Characters* only get advantages and abilities from *Armor* and *Weapons* in their current *Loadout*. They can, however, use any bonuses and abilities from *non-Armor Equipment* that they have.

A *Character* may change their *Loadout* once during their *Turn*, by using the *Change Loadout Action* described on page 33.

Each *Character* has some *Innate Abilities* on their *Character Card* and can gain additional *Abilities* from *Disorder Cards*. Each *Character* can usually have up to 4 *Disorder Cards*. If they have 4 and gain another they need to discard until they are back down to 4.



The Hunt Track and Monster Empowerment

During a game of *Lobotomy 2*, the *Huntmaster* walks along a set *Hunt Track* as defined by the *Scenario*, moving each *Round* at the start of the *Monster Phase*.

When the *Huntmaster* reaches the end of the *Hunt Track* the game is usually over immediately as the *Characters* lose (hunted down by the *Huntmaster* and put back to their isolation wards), or a *Final Battle* ensues, where death becomes permanent and the *Characters* have one last chance to beat the *Huntmaster* or be defeated and lose. Which outcome happens is determined by the *Scenario* (or *Game Type* if playing *The Daily Nightmare*).

Another feature of the *Hunt Track* is that each of the 12 *Steps* of the *Hunt Track* contains a *Hunt Track Event Card* which may *Spawn* more *Monsters*, boost *Monsters* statistics for a *Round*, or cause other effects. The most important effect of these is the on the *Card Aura of INSANITY!* which both *Empowers* all *Monsters* for the rest of the game, and also allows *Characters* to start using the *Upgrade Character Action*. The *Aura of INSANITY!* is present on the 6th *Step* of every *Hunt Track* other than in *The Introductory Scenario*.



To *Empower* *Monsters*, each *Basic* and *Elite* *Monster Card* (that has an *Empowered* side) is turned over from its initial side to the more-powerful *Empowered* side, as shown above.

Campaigns, Scenarios, and Chapters

Scenarios in *Lobotomy 2* are presented in a series of parts, the next part only being revealed when you've played out the part you're on. So you won't be able to just look at a *Scenario* and know what is going to happen halfway through or at the end. Instead there will be some mystery and surprises (at least the first time you play each *Scenario*) as new threats, new opportunities, and even new parts of the game *Board*, are revealed.

It may be helpful to think of these like horror fiction.

Scenarios are the books, novellas, and stories – each telling a complete tale of terror.

Most *Scenarios* are presented in a series of *Chapters*, though like a paragraph-adventure book, the order in which you read *Chapters* will depend on the actions your *Characters* do.

A *Campaign* is a series of *Scenarios* – like a series of books following the journey of our *Characters*, a bit like *Lord of The Rings* with *hallucinations*, *medication*, and *padded cells*!

The shorter *Nightmares*, are the short stories, with *Chapters* more like pages, paragraphs or scenes, and a full *Daily Nightmare* game (of multiple *Nightmare Scenarios*) being the horror anthology.

At various points in each *Scenario* you will do something (or have something done to you!) that moves the overall story on. At these points you will be directed to read a new *Chapter* of the *Scenario*, which you will find in the *Scenario Book* with the *Chapter Identification Code* (or *CID*) given. You should read the indicated *Chapter* to all *Players* (unless instructed otherwise) and follow any instructions given to you. This is how new parts of the *Map*, new threats, and new opportunities to escape all reveal themselves to you.

Reading the Chapter Identification (CID)

As there are many *Scenarios* in *Lobotomy 2*, both in this core box and in expansions, *Chapters* are not just numbered, but are given unique identification codes such as S1-RC-13, S2-A or DN5-A.




The code before the dash indicates what sort of *Scenario* the *Chapter* or *Card*, relates to, as shown below:

- S A numbered normal *Scenario* (such as from the campaign) e.g. S3 is *Scenario* number 3.
- DN A numbered *Daily Nightmare* *Scenarios* (aka *Nightmares*) e.g. DN5 is *Nightmare* number 5.

After the dash, the *Chapter* (usually a letter) is shown, unless it starts with *EC* (meaning a *Scenario Event Card*) or *RC* (A *Reference Card*, usually just used in *The Introductory Scenario*).


- A *CID* of S3-B is *Chapter B* of *Scenario 3*, which will be found in the *Scenario Book*.
- S1-EC3 is *Event Card 3* of *Scenario 1*, found in the *Scenario Event Cards*.
- DN1-A is *Chapter A* of *Nightmare* number 1, which can be found in the *Daily Nightmare* book.

Key Concepts

Insanity Tokens can be spent to use most of the *Innate Abilities* on your *Character Card*, though there are also *Passive Abilities* and *Active Abilities* that cost 0 . Any *Innate Ability* that states it is an *Action* also costs 1 , and *Abilities* with this symbol  can only be performed once per *Turn*.




Insanity can also be used to *Upgrade* your *Character* in various ways, as described in the *Detailed Character Actions* section of the rules.

Immunity




Some powerful *Monsters* (and occasionally *Equipment Cards*, such as *Rusty Chainmail*) have *Immunity* to certain effects. These effects are shown on their *Monster Card*, after the *Immunity*  symbol, and may look like the following (taken from the *Animated Doll Monster Card*).












If the *Monster* is affected by an *Attack* or *Ability* that usually has any effects that it is immune to, then those effects are ignored. Ignoring some (or all) special effects of an *Attack* or *Ability* does not cancel any other effects or damage.



In the above example, the *Animated Doll* is immune to *Frost* , *Stun* , and *Pierce* . Suppose that it is attacked using the *Fatality* *Ability* (from the *Aggression Disorder*) and the *Revolver* *Weapon*, shown below.



Fatality grants a *Weapon Attack* both *Critical Strike*  and *Pierce* , and the *Revolver* is already a ranged 1-2 weapon with *Fire*  as a special effect.

This means that an attack using these 2 *Cards* would usually have the total of 1-2    .

However, if this is used to attack the *Animated Doll*, then it is treated as only being 1-2   , because the *Animated Doll* is immune to *Piercing* (as it has : ).

Note that the attack still takes place, and still applies the other effects ( and ) as *Animated Doll* has no immunity to those effects.

Winning, Or Losing, The Game

The specific criteria for winning or losing a game of *Lobotomy 2: Manhunt* are given in the specifics of the *Scenario* or game type, in the case of *Daily Nightmare* games.

Despite being *Scenario*-specific, it is fair to say that usually being defeated by *Monsters* will mean that the *Characters* lose, whilst exploring, succeeding at *Tests*, and defeating *Monsters*, will usually result in victory. Just be careful to keep an eye on the *Huntmaster's* progress on the *Hunt Track*, or risk running out of time!



Reading The Cards

The following pages describe how to read the various types of *Cards* used in *Lobotomy 2: Manhunt*.

Character Cards

Each *Character Card* is double-sided with a blue side showing the starting *Character* and a red side showing the more powerful *INSANE!* *Character*.



A **Health** - The number of *Wounds* it takes to kill the *Character*. To track this, as the *Character* is wounded, *Wound Tokens* are placed on the *Character Card*.

B **Name**.

C The starting *Character* (blue) side shows the *Character's Quest*. This is a personal goal that the *Character* must achieve before they can upgrade to the enhanced *INSANE!* (red) side of the *Character*. The *INSANE!* Side has no further *Quest*, only the word *INSANE!*

D **Disorders** are the *Character's* mental conditions that decide which *Disorder Decks* the character uses to gain skills and abilities.

E **Attributes** represent how good the *Character* is at various things, the higher the score the more skilled the *Character* is at feats of:

- | | |
|--------------------|------------------|
| Strength | Dexterity |
| Imagination | Wisdom |

Strength, *Dexterity*, and *Wisdom*, are typically used for combat, and *Imagination* is most commonly used for *Searching Lockers*. There may be other uses for these *Attributes*, often specific to part of a *Scenario*, but these are the most common uses.

F **Innate Abilities** are skills and effects that the *Character* always has, though some may have a cost to use (shown in the black circles). All costs are paid for in *Insanity Tokens* which are gained through play (most notably defeating enemies).

The *Insanity Token* cost for most *Innate Abilities* will usually be a number from 0 to 6, but may also be X indicating that a *Character* may spend as many *Insanity Tokens* as they wish, with more tokens leading to a more powerful effect.

Unless the *Ability* has the *once per Turn* symbol or states otherwise in the text, these *Abilities* may be repeated as long as the *Character* can pay the costs (in *Insanity Tokens* and occasionally *Action Points*).

G **Flavor Text** (usually a quote or background fact) that does not affect gameplay.

Reading The Cards

Monster Cards

Lobotomy 2: Manhunt has 3 classes of Monsters: *Basic Monsters*, *Elite Monsters* and *Boss Monsters*.

Basic and Elite Monsters

Basic and *Elite Monsters* are very similar and make up most of the enemies your *Characters* will encounter. They represent the everyday people and animals that would usually be found around any high security mental facility, but in hideous forms whether caused by some evil or just warped by your delusions...

All *Basic* (and some *Elite*) *Monster Cards* are double-sided: The normal side (shown below) is the most common form of the *Monster*, but the reverse shows the stronger *Empowered* side that may appear in harder situations and *Scenarios*.



A Name.

B Monster Type – *Basic Monster* or *Elite Monster*.

C Statistics – showing:

Health – how many *Wounds* it takes to defeat the *Monster*.

Movement – how many *Spaces* the *Monster* can move each turn.

D **Monster's Attack** – Shows the number and type of dice used by the *Monster* when it *Attacks*. Any modifiers, such as automatic successes and the special effects of rolling are also shown here.

E **Monster's Defense** – Shows the number and type of dice used by the *Monster* to *Defend* against any *Attacks*. The *Monster* may also get automatic successes or have special effects if they roll .

F **Image** – The *Monster's* Image used here also appears on any *Spawn Cards* that spawn new *Monsters* of this type.

G **Special Effects** – This text will describe any *Flee* conditions and any special effects or additional rules applying to this *Monster*.

Basic Monsters and *Elite Monsters* are both mechanically similar, usually being spawned by *Spawn Cards* or *Scenario Setup*, and moving and attacking in similar ways. The main difference is the reward for defeating them.

Defeating a *Basic Monster* earns the *Character* an *Insanity Token* (up to the *Character's* limit, usually 6).

Defeating an *Elite Monster* earns the *Character* an *Insanity Token* (as for *Basic Monsters*) but also earns the *Character* a piece of *Junk* drawn randomly from the *Junk Token Bag*.



Boss Monsters

Boss Monsters are a different case to the *Basic* and *Elite Monsters*. They are the true stuff of nightmares and numerous works of horror fiction... They may just be delusions, but surely even your mind cannot be *that* broken... Either way, it's wise to treat *Boss Monsters* with the respect, caution, and loathing, that they deserve.



A Name.

B Monster Type – Boss Monster.

C Statistics – showing:

Health – how many *Wounds* it takes to defeat the *Monster*. For *Boss Monsters* it is common for the *Health* to depend on the number of *Characters* playing. In the above example of $\text{👤} \times 10$, the *Boss Monster* would have 30 *Health* if 3 *Characters* are playing, 40 *Health* for 4 *Characters*, etc.

Movement – how many *Spaces* the *Monster* can move each turn.

D **Monster's Attack** – *Boss Monsters* will often select from multiple attacks to use in the *Monster Attack Phase*. The method of selecting which attack to use can vary from *Boss to Boss*, but will be clearly described. The above example selects an attack at random by rolling a d6 and looking up the result from the two available types of attack. Each potential attack is described showing the number and type of dice used by the *Boss Monster*, as well as any modifiers, such as automatic successes ⚡ and the special effects of rolling ⚡ .

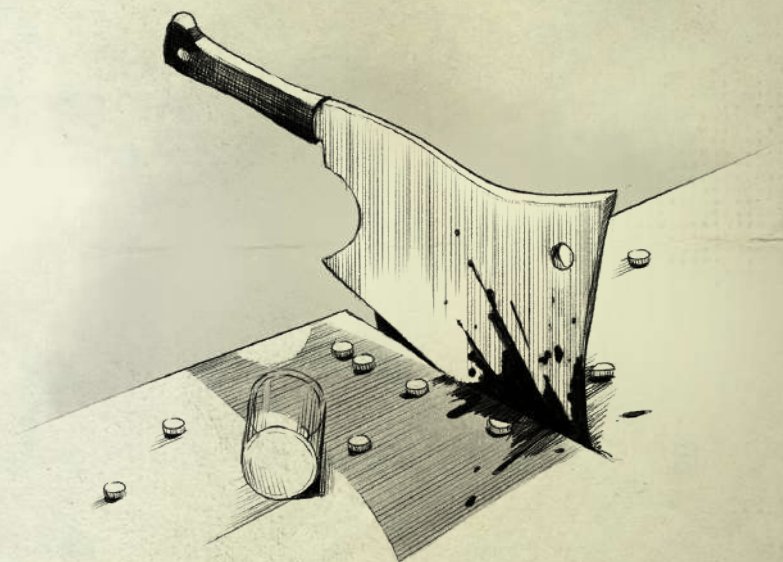
E **Monster's Defense** – the number and type of dice used by the *Monster* to defend against any attacks. The *Monster* may also get automatic successes 🛡️ or have special effects when they roll ⚡ .

F **Image** – A portrait of the *Monster*... Only look if you are willing to risk madness and sleepless nights!

G **Special Effects** – *Boss Monsters* are usually spawned by *Scenario*-specific events, and may have additional rules unique to them.

If a *Character* defeats a *Boss Monster*, in addition to any rewards or effects specified by the *Scenario*, they also receive an *Insanity Token* 🌀 (up to the *Character's* limit, usually 6) and a piece of *Junk* 🗑️ from the *Junk Bag*.

Unlike *Basic* and *Elite Monsters*, each *Turn* *Boss Monsters* get their own *Phase* in which they move and attack the *Characters*.



Basic Equipment and Weapon Cards

At the start of each game, every *Character* receives one piece of *Basic Equipment* and one *Basic Weapon*. These *Basic Items* (and the first additional *Weapon* that each *Character* gains) automatically form part of the *Character's Loadout*.

Equipment and *Weapons* (whether *Basic* or not) are collectively called *Items*. *Characters* may only ever carry a maximum of 6 *Items*, and need to immediately discard one if they gain more.

The *Basic Equipment* in the core game of *Lobotomy 2: Manhunt* will always be the *Straitjacket*. Future expansions may provide other items of *Basic Equipment* to choose between.

Reading The Cards



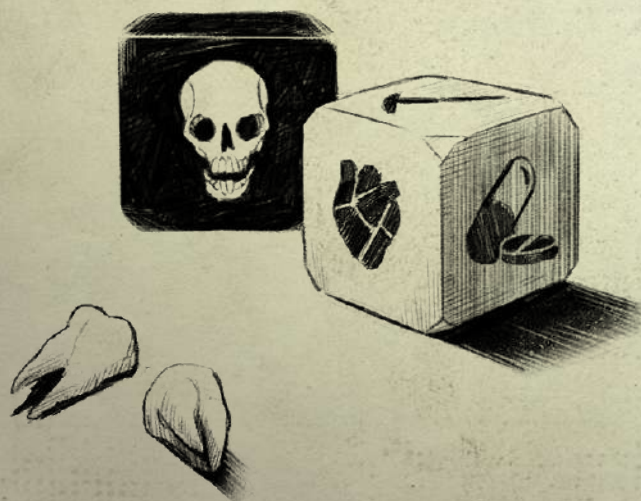
A Name of the Equipment.

B Effects given by the Equipment.

C **Equipment Upgrades** are shown on separate rows, each row showing both the Junk required and the effect of upgrading.

In this example, the *Straitjacket* is *Armor* and provides a blue die of Defense. This can be upgraded twice, using any type of Junk, each upgrade providing an additional die of Defense.

Players have a choice of *Basic Weapon* for their *Characters*, such as *Broken Glass*, *Sling*, or *Spell Scroll* but each uses a different *Key Attribute* to decide how strong any attack with it is. It is usually worth selecting the one with the same *Key Attribute* as the *Character's* highest value *Attribute*.



A Name of the Weapon.

B **Key Attribute** of the *Weapon*. This indicates which *Character Attribute* is used to attack using the *Weapon*.

Characters will roll one green die for each point they have in the *Key Attribute*. The *Key Attribute* of *Basic Weapons* is always one of the following:

Strength **Dexterity** **Wisdom**

C **Basic Attack Effects** show any additional effects used by the attack (in addition to the attack dice rolled for proficiency in the *Key Attribute*).

D **Weapon Upgrade** shows the *Junk* required and effect of upgrading the *Weapon*.

Note that *Basic Weapons* can be *Upgraded* by anybody holding the *Weapon*, regardless of their skill in the *Key Attribute*.

In the above example, a *Character* with 4 **Strength** would attack by rolling 4 green dice, and counting any lightning bolt rolled as additional successes. If the *Character* has already spent 2 *Junk* (of any type) to *Upgrade* the *Weapon* they will roll an additional green die (for a total of 5 green dice).

Equipment Cards

Characters are only allowed to use a single card that has the *Armor* keyword. If they collect a second *Armor Equipment Card* then they must decide which one to use when *Defending* by including the desired *Armor Card* in their current *Loadout*.

Characters may only carry a maximum of 6 *Items* (*Weapon Cards* and *Equipment Cards*, not including the *Basic Equipment* and *Basic Weapon*). If they pick up an *Equipment Card* when they already have 6 *Items*, they must immediately discard one of their *Items*. The discarded *Card* can be any *Item*, even the one just received. Any *Tokens* on the discarded *Card* (e.g. *Junk* used to *Upgrade* it) is removed and returned to the relevant *Token Pool* or *Bag*.

The most common ways for a *Character* to gain an *Equipment Card* is by *Searching* a *Locker*, or by *Trading* with another *Character*.



A Name of the *Equipment*.

B Effects given by the *Equipment*.

C **Equipment Upgrades** are shown on separate rows, each row showing both the *Junk* required and the effect of upgrading. Note that not every piece of *Equipment* can be upgraded, but where there are multiple possible *Upgrades* they can be done in any order as long as the required *Junk* is used. *Characters* do not need to meet specific *Attribute* requirements in order to *Upgrade Equipment*.

In the above example, the *Leather Jacket* is *Armor* providing a blue die and a brown die of *Defense*, with each giving an additional success. The *Leather Jacket* can be upgraded twice:

- Once using one *Paper Junk* and one *Wood Junk*, to give one automatic success.
- Once using any three *Junk*, regardless of type, to give an additional of *Defense*.



Some pieces of *Equipment* provide *Passive Abilities* or *Abilities* with their own cost to use, which will be described on the *Equipment Card*. These *Abilities* do not cost any *Action Points* unless stated otherwise on the card.

For example, the *Dog Grapple* stops *Hellhounds* on the *Character's Space* from attacking without needing any active actions or costs to be paid. The *Halo* does not require any *Action Points*, but does cost 2 *Insanity Tokens* to activate for the *Turn*.



Reading The Cards

Some *Equipment Cards* may require that the card is *Tapped* to use it. They are called **REUSABLE Cards** **A**. To *Tap a Card*, turn it 90 degrees so that it is sideways on the table. A *Card* can only be *Tapped* if it is currently *Untapped*. Cards that require *Tapping* usually state how to *Untap* it (returning it to the usual, upright orientation on the table) in preparation for using it again.

Tapped Cards may only be *Untapped* once per *Character Turn*, but may then be traded to other *Characters* to *Untap* and use in their *Turn*.



For example, the **Land Mine** *Equipment Card* must be *Tapped* to place a **Land Mine Token** in the *Character's Space*. If the *Character* wants to re-place the **Land Mine**, they must first discard 2 **Junk** (of any type) to *Untap* the *Card*. Note that, in this example, neither placing the **Land Mine** nor *Untapping* the card use any *Action Points* **AP**.

Weapon Cards

The most common ways for a *Character* to gain a *Weapon Card* is by *Searching a Locker*, or from another *Character* during a *Trade Action*.

Characters may only carry a maximum of 6 *Items* (*Weapon Cards* and *Equipment Cards*, not including the *Basic Equipment* and *Basic Weapon*). If they pick up a *Weapon Card* when they already have 6 *Items*, they must immediately discard one of their *Items*. The discarded *Card* can be any *Item*, even the one just received. Any *Tokens* on the discarded *Card* (e.g. *Junk* used to *Upgrade* it) is removed and returned to the relevant *Token Pool* or *Bag*.



A Name of the Weapon.

B **Key Attribute** of the *Weapon*. This indicates which *Character Attribute* is used to attack using the *Weapon*.

Characters will roll one green dice for each point they have in the *Key Attribute*.

The *Key Attribute* is always one of the following:

- Strength
- Dexterity
- Wisdom
- Any (*Player's choice*)

If the *Key Attribute* is the wildcard then the *Player* may chose to use any of their *Character's Attributes*, except *Imagination* (which doesn't appear as a *Key Attribute* on any *Weapon Card*).

C **Skilled Threshold** is the minimum value that a *Character* must have in the *Key Attribute* in order to be *Skilled* with that weapon. A *Character* needs to be *Skilled* with a specific *Weapon* in order to use it's *Skilled Upgrades* **F**.

If a *Character* who is *Skilled* with a *Weapon Upgrades* it but then loses *Attribute* points to fall below the *Skilled Threshold* (or *Trades* the *Weapon* to a *Character* who is below the *Skilled Threshold*) then the *Weapon* keeps the *Upgrades*, but the *Character* can only use the *Basic Attack* **D** and any *Basic Upgrades* **E** until they gain *Attribute* points to become *Skilled* again.

Whether or not a *Character* is *Skilled*, they still attack using a number of green dice equal to their *Key Attribute* value – only the *Upgrade* effects change.



- D Basic Attack Bonuses** show any additional effects (in addition to the *Attack Dice* rolled for their skill level in the *Key Attribute*) that apply to any *Attack* with this *Weapon*.
- E Basic Weapon Upgrades** show *Upgrades* that, once 'bought', apply to *Attacks* using this *Weapon* regardless of whether or not the *Character* using the *Weapon* is *Skilled* with it.
- F Skilled Weapon Upgrades** show *Upgrades* that, once 'bought', only apply to *Attacks* using this *Weapon* by *Characters Skilled* with the *Weapon*.

Upgrades are shown on separate rows, with each row showing both the *Junk* required and the effect of upgrading. Note that not every *Weapon* can be upgraded, but where there are multiple possible *Upgrades* they can be done in any order as long as the required *Junk* is used. A *Character* does not need to be *Skilled* with a *Weapon* to buy its *Skilled Weapon Upgrade*, although they cannot personally use any bought *Skilled Weapon Upgrades* (only *Basic* ones) until they meet the *Skilled Threshold* in the *Weapon's Key Attribute*.

The previous example, the *Splashing Paddle* is used by a *Character* whose highest *Attribute* is only 3. The *Splashing Paddle's* *Key Attribute* is wild (so *Player's Choice*) but it has a *Skilled Threshold* of 4, so the *Character* is not *Skilled* and will attack using 3 green dice in an AoE Attack. If the *Basic Weapon Upgrade* has been completed, then they will also get its effects (turning ⚡ into ⚡, and allowing the *Character* to Move 1 Space with *Stealth*, immediately after attacking).

If another *Character* uses the *Splashing Paddle*, but has an *Attribute* at 4, then they will be *Skilled* and will attack with 4 green dice in an AoE Attack, and adding the effects of any and all upgrades (both *Basic* and *Skilled*).

The *Splashing Paddle* can be *Upgraded* three times, in any order, by any *Character* whether or not they are *Skilled* with the *Weapon*. There is one *Basic Weapon Upgrade* (which can be used by any *Character*) and two *Skilled Weapon Upgrades* (which can only be used by *Characters* who are *Skilled* with it):

- A *Basic Weapon Upgrade* requiring one *Wood Junk* and one *Paper Junk*, to turn any rolled into successes, and allow the *Character* to Move 1 Space (with *Stealth*) immediately after attacking.
- One *Skilled Weapon Upgrade* requiring one *Glass Junk* and one *Wood Junk*, to add one green dice to *Skilled Attacks*.
- One *Skilled Weapon Upgrade* requiring one *Stone Junk*, one *Wood Junk* and one *Junk* of any type, to add one red dice to *Skilled Attacks*.

Disorder Cards

Every *Character* begins play with a *Disorder Card* for each *Disorder* that affects them. They may gain additional *Disorder Cards* (to a limit of 4 *Cards*) by performing the *Gain Disorder Card Action*.

Disorder Cards describe a wide range of effects that may be used at different times. Some *Disorder Cards* feature multiple *Abilities* with each *Ability* separated from the others by horizontal lines, as the following example (with two *Abilities*) shows:



- A Name of the Disorder Card.**
- B Cooldown Cost** for each non-Passive Ability.
The hourglass accompanied by a number shows that when that specific *Ability* is used, the *Player* must place the corresponding number of *Cooldown Tokens* on the *Card*.
- C Ability Detail** for each ability shows the type, effect and any additional costs. The possible types are:
 - **Passive.** Applies when specified, assuming the *Card* is not in *Cooldown*.
 - **Active.** Can only be used during the *Character's* *Action Phase*, often has a cost to pay.
 - **Defense.** May only be used when the *Character* is being *Attacked*.
 - **Attack.** Can only be used during the *Character's* *Action Phase*.
 - **Weapon Attack.** Can only be used while making an *Attack* with a *Weapon Card*.

All types except *Passive* usually have a *Cooldown* to apply upon using the *Ability*.







The Gameplay Round

For example, if a *Character* uses the *Active Ability* of **Withdrawal**, spending 1 **AP** in the process, they then need to put 4 *Cooldown Tokens* on the card, as shown below. The *Ability* is now on *Cooldown*.



No ability on **Withdrawal** can be used until all *Cooldown Tokens* have been removed.

Some *Abilities* state that the *Character* may spend resources (such as  or ) to further modify a die roll. If a *Character* chooses to do this, then they must do it before the roll is made unless the *Ability* explicitly states otherwise.

For example, **Adrenal Gland Tumor** (below) lets the *Character* spend a single  to add one . This must be done before the *Attack Dice* are rolled.



Please note that this applies to all *Abilities*, even *Innate Abilities* shown on the *Character Card*.

Sequence of Play


The game takes place in a series of *Rounds*, with the *Characters* taking their *Turns* first, and then the *Monsters* performing their *Movement* and *Actions*.

The sequence of play of each *Round* is as follows:

Round

Player Phase

Maintenance Phase (Skipped on the very first Round)

- Pass the *First Character Token* clockwise (to the left).
- Remove 1 *Cooldown Token*  from each *Card* in *Cooldown*.

Character Actions Phase

- Starting with the *Character* with the *First Character Token*, and going clockwise, each *Character* gets 3 *Action Points* **AP** that they may spend to perform their *Actions*.

Monster Phase

The Hunt Phase

- Move the *Huntmaster* one step along the *Hunt Track*.

Boss Monsters Phase

- Any *Boss Monsters* in play perform their *Move* and then *Attack*.


Basic and Elite Monsters Movement Phase

- All other *Monsters* perform their *Move*.

Spawn Monsters Phase

- New *Monsters* appear!

Basic and Elite Monsters Attack Phase

- All *Basic* and *Elite Monsters* *Attack* players on their *Space* or in *Range*  of their *Attack*.




Player Phase

Every *Round* starts with the *Player Phase*, which usually consists of the *Maintenance Phase* and the *Character Actions Phase*.


Maintenance Phase

Each game *Round* after the first, starts off with the *Maintenance Phase*.

The *First Character Token* is passed clockwise to the next *Character*.

A single *Cooldown Token*  is removed from every *Disorder Card* with *Cooldown Tokens*  on it. The card is only ready to be used again when all *Cooldown Tokens*  have been removed from it.

Character Actions Phase

Starting with the *First Character* (as indicated by the *First Character Token*) each *Character* in order, going clockwise around the table, gets 3 *Action Points*  and performs their *Actions* for their *Turn*.

On their *Turn*, each *Character* can use them to perform the following *Actions*:

- Move Action
- Attack Action
- Ability Action
- Change Loadout Action
- Search Action
- Loot Action
- Trade Action
- Gain Disorder Card Action
- Upgrade Card Action
- Upgrade Attribute Action
- Upgrade Character Action

These actions are described in detail in the *Detailed Character Actions* section of the rulebook (see pages 29-35).

Once a *Character* has performed all the *Actions* that they wish to (or can) perform, any unused are lost, and play passes to the next *Character* (going clockwise). Once all *Characters* have performed their *Actions* the *Character Action Phase* ends.

Monster Phase

When the *Characters* have finished performing *Actions*, the *Monsters* get their chance to hunt them down.

The Hunt Phase

The *Monster Phase* starts with the *Huntmaster* moving on their *Hunt Track*.

For some games or *Scenarios*, such as when playing a *Daily Nightmare*

game or the *Introductory Scenario*, this means moving them one card along the *Hunt Track*. In other scenarios it may mean moving along a set path on the game *Board*. Either way, it is usually bad news for the *Players* when they reach the end of the *Hunt Track* as that means the *Players* have run out of time and lose the game, or that the *Huntmaster* has forced the *Characters* into a final confrontation, which will be very hard for the players to win!


Boss Monster Phase

During the *Boss Monster Phase*, any *Boss Monsters* perform their *Move* and then *Attack* (if possible). Unless the *Boss Monster* has any special or *Scenario*-specific rules (as many do), they will move in the same way as *Basic Monsters* and *Elite Monsters*, moving towards the closest *Character* with *Players* deciding the result of any ties.

If there is more than one *Boss Monster* in play, the *Players* decide the order they act in.

Basic and Elite Monster Movement Phase

During this *Phase*, every *Basic* and *Elite Monster* on the *Board* moves towards the nearest *Character*, measured by the shortest path they can move along. This means that they cannot plot a path that takes them through *Walls* or other impassable obstructions that may appear in some *Scenarios*, but they can travel through *Doors* (both open and closed). A *Monster* passing through a *Closed Door* does not flip the *Token* to an *Open Door*.

Each *Basic* and *Elite Monster* will travel up to as many *Spaces* as the *Movement Value*  shown on their *Monster Card*, stopping only when they are on the same *Space* as one or more *Characters*. This means that a *Monster* that starts the *Movement Phase* on the same *Space* as a *Character* will not usually move at all.

If ever there is a choice of two or more *Characters* that are an equal distance from a *Monster*, or there are multiple routes of the shortest distance leading to the nearest *Character*, then the *Players* decide which one the *Monster* chooses.





The Gameplay Round

Spawn Monsters Phase

Starting with the *Character* with the *First Character Token*, one by one, each *Character* draws a card from the *Spawn Card Deck* and (if possible) spawns the appropriate *Monster*.



Most *Spawn Cards* will feature a picture of the *Monster* **A** to be spawned and a colored shape **B** indicating which *Spawn Points* are to be used. In the above example, a *Hellhound* should be spawned at an appropriate green *Spawn Point*.

Some *Spawn Cards* show an *Event* (numbered 1 to 5). When used as normal in the *Spawn Monsters Phase*, these indicate a special *Event* as described in the current *Scenario*. If no corresponding *Event* is described in the current *Scenario*, nothing happens and the *Characters* got a lucky break! However if the card is drawn for any other reason, such as respawning a defeated *Character*, the card acts as a wildcard, allowing the *Player* to decide which color *Spawn Point* to use.

Whenever the *Reshuffle* card is drawn, the *Spawn Deck* (and any discarded *Spawn Cards*) must be shuffled together. If this happens during the normal *Spawn Monsters Phase*, then no fresh *Spawn Card* is drawn – you caught a lucky break and no new *Monster* appears. If this is drawn at any other time, such as a *Scenario Event* spawning new *Monsters*, then a fresh *Spawn Card* is drawn after the deck has been reshuffled.

Whenever a *Monster* is spawned, it is spawned (i.e. a new *Monster* is placed on the board) at the nearest matching *Spawn Point* to the *Character* drawing the *Spawn Card*. Note that *LoS* is **not** required for this. For example, if the above green *Hellhound* card is drawn, then the *Character* must spawn a new *Hellhound* at the nearest green *Spawn Point* without regard to *LoS*. If all *Monsters* of the specified type (shown on the *Spawn Card*) are already on the *Board*, then no new *Monster* is spawned.

If there are two or more *Spawn Points* (of the matching color) equally near to the *Character* then the *Player* decides which one is used to spawn the new *Monster*.

Basic and Elite Monster Attack Phase

Every *Basic* and *Elite Monster* that is on the same *Space* as a *Character*, or that has a *Character* within its *Attack Range* and *LoS*, now performs an *Attack*. The *Players* get to decide the order in which multiple *Monsters* attack.

If there are multiple *Characters* that the *Monster* could *Attack*, they will always choose the *Character* with the least amount of *Health* remaining (with *Players* choosing in the event of a tie).

Sometimes a particular *Monster* has no *Characters* that it can attack at the start of this *Phase*, but some effect during the *Basic* and *Elite Monster Attack Phase* changes this, placing a *Character* on its *Space* or within its *Attack Range* . When this happens the *Monster* will attack the *Character*, just as it would have if they had been able to from the start of this *Phase*.

For example, if *Ian McFellow* is attacked and rolls a in *Defense*, then he may use his *Eagle Form Innate Ability* to *Blink* 1 *Space*. If this brings him into range of a *Monster* who has not yet attacked this turn, then that *Monster* can attack *Ian McFellow*.

To perform the *Attack*:

- Get the number and type of green and red *Attack Dice* shown on the *Monster's Monster Card*.
- The *Character* may use an *Armor Equipment Card* in their current *Loadout* to *Defend* against the *Attack*, and takes the matching type and number of blue and brown *Defense Dice*. They may also gain additional dice or *Defensive* bonuses from skills, effects, and other (non-Armor) cards.
- All dice are rolled at once.
- The *Character* gains 1 *Insanity Token* (up to their usual limit) for each rolled on their *Defense Dice*.
- Count the successful hits on the *Attack Dice*, and subtract the number of hits avoided (or). This may be modified, or special effects applied, if the *Attack Dice* showed any and there is a corresponding effect shown on the *Monster Card*.
- The *Monster* also adds +1 for each *Monster* that has already attacked the same *Character* in this *Phase*.
- Remember that you may want to use *Meds* to add blue or brown dice.
- The number of successful hits that were not avoided are applied as *Wounds* to the *Character*. Take the matching number of *Wound Tokens* and place them on the *Character Card*. The *Character* dies if ever the number of *Wounds* on their *Character Card* equals or exceeds their *Health Statistic* . See page 37 for more details.

A guide to the various symbols that provide special effects to an *Attack* can be found at the end of this rulebook, on the *Player Aid*, and on the handout for *The Introductory Scenario*.

Detailed Character Actions

On their turn, each *Character* gets 3 *Action Points* (AP) on their turn. *Characters* can use (AP) to perform the following actions.

Move Action

Cost: 1 (AP)

Use restrictions: Repeatable

Receive and use 2 *Movement Points* to move the *Character* and/or open *Doors*.

Attack Action

Cost: 1 (AP)

Use restrictions: Repeatable

Use a *Weapon Card*, or a *Basic Attack*, to attack a *Monster*.

Ability Action

Cost: variable

Use restrictions: depends from the *Ability*

Use an *Ability* described on one of your cards (*Character Card*, *Equipment Card*, *Weapon Card*, *Disorder Card*, or even a scenario-specific effect). The card will specify the cost of the action and whether using it is restricted to *once per Turn*.

Change Loadout Action

Cost: 0 (AP) (free)

Use restrictions: *Once per Turn*

Change the *Items* in the *Character's Loadout*.

Search Action

Cost: 1 (AP)

Use restrictions: Repeatable

Reveal and search a *Locker Token* on the *Character's Space*.

Loot Action

Cost: 1 (AP)

Use restrictions: *Once per Turn*

Draw a random *Junk* from the *Junk Bag*.

Trade Action

Cost: 0 (AP) (free)

Use restrictions: *Once per Turn*

Exchange any number of *Items*, *Junk*, and *Meds* with another single *Character* on your *Space*.

Gain Disorder Card Action

Cost: 0 (AP) (free)

Use restrictions: *Once per Turn*

Spend 6 *Insanity Tokens* to draw an additional *Disorder Card* for one of the *Disorders* available to them. This can still be done even if the *Character* already has the maximum number of *Disorder Cards* (usually 4), but they will then have to discard back down to their maximum.

Upgrade Card Action

Cost: 0 (AP) (free)

Use restrictions: Repeatable

Use *Junk* to permanently *Upgrade* an *Equipment* or *Weapon Card*.

Upgrade Attribute Action

Cost: 0 (AP) (free)

Use restrictions: *Once per Turn*

Spend 6 *Insanity Tokens* to permanently increase an *Attribute* by +1. *Attributes* may not usually be increased to be more than 3 with this *Action*.

Upgrade Character Action

Cost: 0 (AP) (free)

Use restrictions: *Once per Turn*

Spend 6 *Insanity Tokens* to flip your *Character Card* to the *INSANE!* side. This *Action* is only possible once your personal *Quest* is completed.

Move Action – Movement, Doors and Fleeing

A *Closed Door Token* blocks the *Movement* and *LoS* of *Characters*.

Monsters can move through *Closed Doors* without penalty (after all they may really be the asylum staff) but cannot see through *Closed Doors* (*LoS* is blocked).

When a *Character* uses a *Move Action*, they get 2 *Movement Points*. Each may be spent to either:

- Open a *Door* located on the boundary edge of the *Space* they are on (flipping the *Door Token* from the *Closed* side to the *Open* side);
- Move to an adjacent *Space* which shares at least some boundary edge with the *Space* they are on.


Note that while *Monsters* can stop *Characters* from moving from their *Space*, they do not stop the same *Character* spending *Movement Points* to open *Doors*, or perform other effects that require to be spent.

Detailed Character Actions

Characters cannot usually move:

- to diagonally adjacent Spaces (as they only share a corner, not an edge).
- to a Space blocked by Walls or a Closed Door (Breached Walls and Open Doors are okay).
- From a Space that contains two or more Monsters.
- From a Space that contains a single Monster that doesn't have a Flee condition (see below).

Note that while Monsters can stop Characters from moving from their Space, they do not stop the same Character spending Movement Points to open Doors, or perform other effects that require to be spent.



If there is just one Monster on the same space as the character, then check the Monster Card to see if it has the Flee symbol :

- If there is no Flee symbol, then you cannot leave the Space while the Monster is still there.
- If there is a Flee symbol, then usually there will be a condition for qualifying Characters to leave the Space normally, without penalty, but Characters who don't meet the condition may still leave but at a price or other effect.

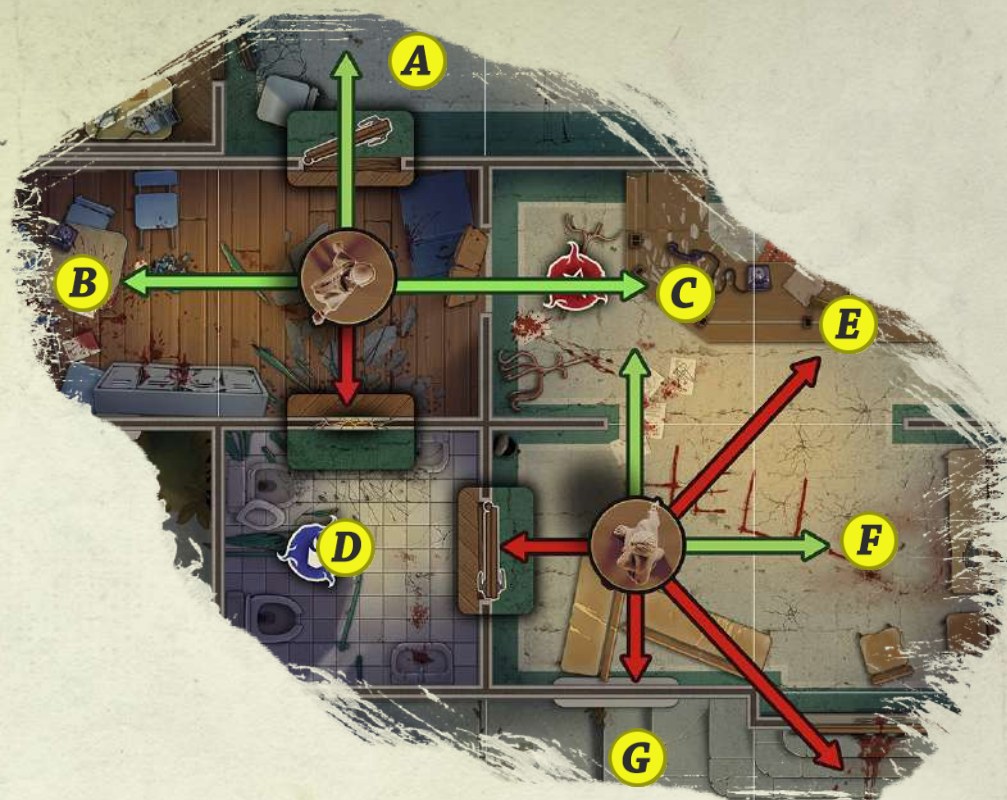
For example, the State Trooper's Monster Card shows the following:



This means that Characters with a Strength score of 3 or more (whether naturally that high, or high because some effect has raised their score) may leave the Space as if the State Trooper wasn't there. Characters with less than 3 Strength may still leave the Space, but in doing so the State Trooper will inflict 1 point of damage to them.

Note that Characters can use Stealth  to ignore Monsters while moving, or use Blink  to teleport, ignoring all normal movement restrictions, whether caused by terrain (Doors, Walls, etc) or Monsters.

The following diagram shows example Movement options, using just a single Movement Point, for Characters 1 and 2.



Character 1:

- Can move to Space **A** as there is the door to Space **A** has already been opened.
- Can move to Space **B** as there are no Walls or obstructions in the way.
- Can move to Space **C** as there is a gap in the Wall.
- Cannot move to Space **D** as there is a Wall in the way.

Character 2:

- Can move to Space **C** as the Wall only partially blocks the way.
- Cannot move to Space **D** as there is a Closed Door in the way.
- Cannot move to Space **E** as it is only diagonally adjacent.
- Can move to Space **F** as there are no Walls or obstructions in the way.
- Cannot move to Space **G** as the Wall completely blocks the way (although there is a window shown in the artwork, it does not provide a break in the Wall).

If Character 2 wanted to move to Space **D**, and has enough Movement Points, they could use 1 Movement Point to open the Door that is blocking the way and then use another Movement Point to actually move into Space **D**.

Please note that if a Character uses another Action, even a Free Action, then the Movement Action ends and any unused Movement Points are lost.

Attack Action (including Basic Attack)

An *Attack Action* lets a *Character* attack a *Monster* that is on the same *Space*, or that is within their *Attack Range* and *LoS* (unless explicitly stated that *LoS* does not apply).

To perform the *Attack*:

- Select the *Monster* to *Attack*.
- Select which *Weapon* to use (from the current *Loadout*) and see what *Key Attribute* it uses (shown in the top right corner of the *Weapon Card*, see page 24) and take a number of green dice equal to your *Character's* current value in the *Key Attribute*.
- Add additional dice and effects as shown on the *Weapon Card*. All weapon effects are cumulative, and you automatically receive bonuses and effects from the *Attack Bonuses* and any completed *Basic Upgrades*. You also get the bonuses from any completed *Skilled Upgrades* that you've completed, if you equal or exceed the threshold value in the *Key Attribute*.
- If the *Character* does not have any *Weapons*, or if they choose not to use them, then they may perform a *Basic Attack*, attacking the *Monster* with their bare fists! If the *Character* chooses to do this, then they perform a normal *Attack* using a number of green dice equal to their *Strength Attribute*, with no bonuses or additional effects that a *Weapon* might give them. This *Basic Attack* counts as a *Weapon Attack* for all game purposes, so *Cards* and *Abilities* which affect *Weapon Attacks* may be used to modify the *Attack*.
- Get the number and type of blue and brown *Defense Dice* shown on the *Monster's Monster Card*.
- All dice are rolled at once.
- Remember that you can use *Meds* to add green or red dice.
- The *Character* gains 1 *Insanity Token* (up to their usual limit) for each rolled on their *Attack Dice*.
- Count the successful hits on the *Attack Dice*, and subtract the number of hits avoided (or) shown on the *Defense Dice*. This may be modified, or special effects applied, if the *Attack Dice* showed any and there is a corresponding effect shown on your *Weapon Card*, or the *Defense Dice* showed and a matching effect is given on the *Monster Card*.

- The number of successful hits that were not avoided are applied as *Wounds* to the *Monster*. Often a successful attack will defeat a *Monster* in one go, but if it doesn't take the matching number of *Wound Tokens* and place them on (or next to) the *Monster's Mini*. The *Monster* is defeated once the number of *Wounds* suffered equals or exceeds their *Health*.

If your *Character* defeats one or more *Monsters*, remove the *Monster Minis* from the *Board* and return them (and any tokens that were on them) to the relevant *Pools*. You then gain 1 *Insanity Token* (up to the usual limit). You also gain one random piece of *Junk* for each *Elite* or *Boss Monster* defeated, from the *Junk Bag*.

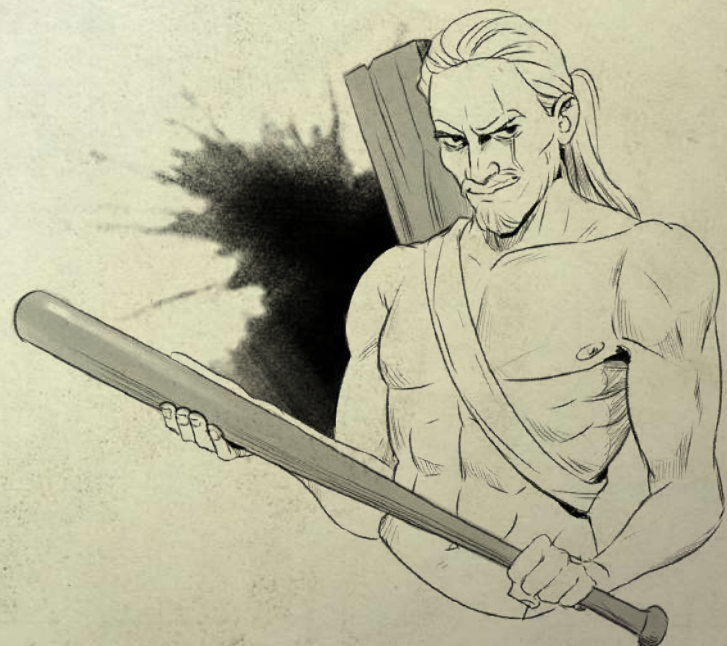
Note that even if *Characters* defeat multiple *Monsters* (with an *AoE Attack*, for example) they may only gain 1 *Insanity Token* (but multiple *Junk*) from a single *Attack* or *Ability Use*.

A guide to the various symbols that provide special effects to an *Attack* can be found at the end of this rulebook, on the *Player Aid*, and on the handout for *The Introductory Scenario*.

Ability Action

Each *Character* has a set of *Innate Abilities* described on their *Character Card*, but they can also pick up additional *Abilities* on *Disorder Cards* (for *Disorders* listed on their *Character Card*).

Very occasionally an *Ability* may be described on an *Equipment Card*, *Weapon Card*, or *Scenario-specific Card* (or other text). In these cases, the *Card* (or text) will state any restrictions, costs, or *Cooldown*, and should be similar enough to the format of *Disorder Cards* or *Innate Abilities* to understand on an individual basis.



Detailed Character Actions

Disorder Card Abilities

There are several types of *Abilities*, and individual *Disorder Cards* may describe multiple *Abilities* of different types. The type of *Ability* decides when it can be used and what costs it incurs.

The possible types are:

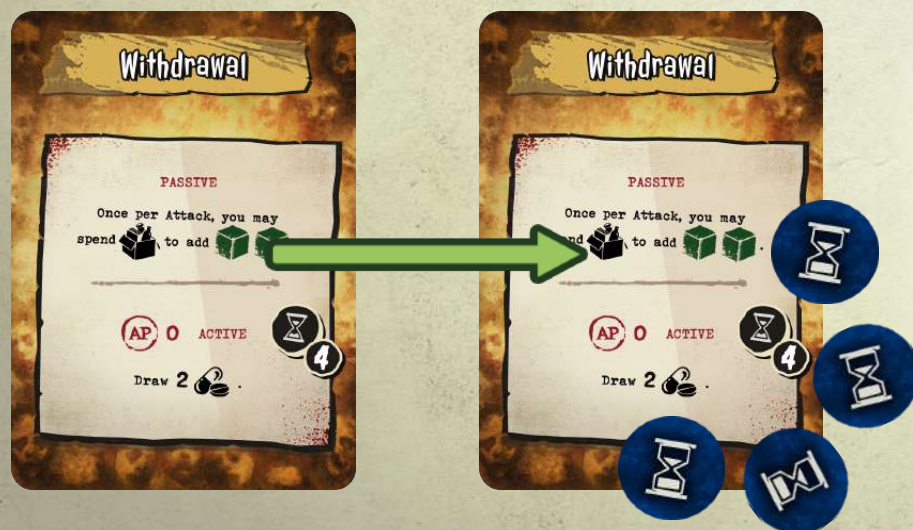
- **Passive:** Applies when specified, assuming the *Card* is not in *Cooldown*.
- **Active:** Can only be used during the *Character's Action Phase*, often has an **AP** cost to pay.
- **Defense:** May only be used when the *Character* is being *Attacked*.
- **Attack:** Can only be used during the *Character's Action Phase*, often has an **AP** cost.
- **Weapon Attack:** Can only be used while making an *Attack* with a *Weapon Card*. An *Attack* may only be affected by one *Weapon Attack Ability* at any one time.

All types of *Ability* except *Innate Abilities* and *Passive Abilities* usually have a *Cooldown* ⌚ to apply upon using the *Ability*, meaning a matching number of *Cooldown Tokens* ⌚ are placed on the *Card* when the *Ability* is used. *Abilities*, even *Passive* ones, can only be used if there are no *Cooldown Tokens* ⌚ on the *Card*.

The *Cooldown Cost* (or *Restriction*) for each non-*Passive Ability* is shown next to the *Ability* description.

⌚ 4 An hourglass accompanied by a number shows that when that specific *Ability* is used, the *Player* must place the corresponding number of *Cooldown Tokens* ⌚ on the *Card*.

For example, if a *Character* uses the *Active Ability* of **Withdrawal**, costing 1 **AP**, they then need to put 4 *Cooldown Tokens* ⌚ on the card, as shown below.

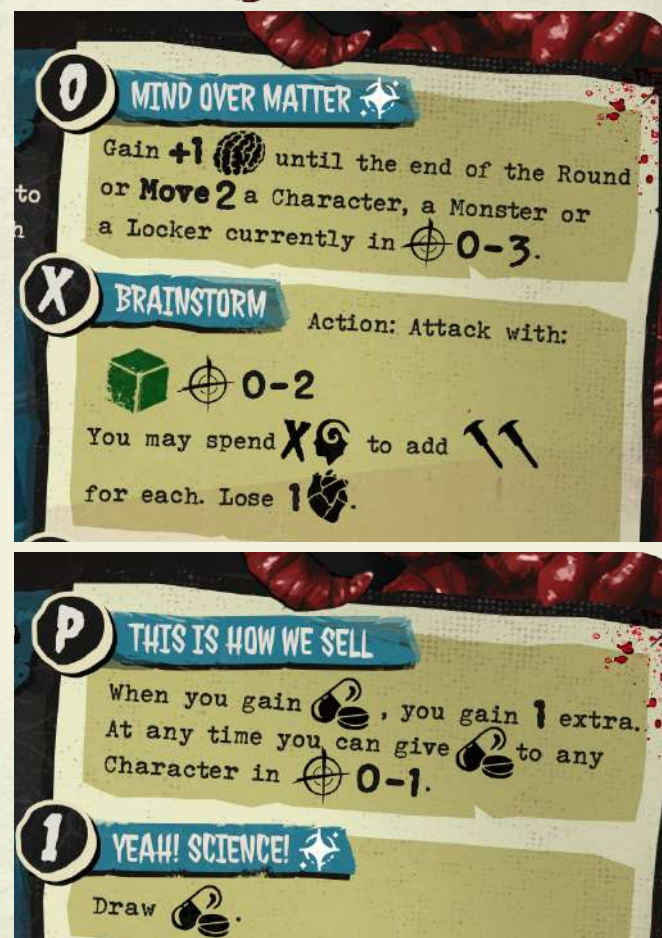


No *Ability* on **Withdrawal** can now be used until all *Cooldown Tokens* have been removed (usually by removing 1 during each *Maintenance Phase*).

Innate Abilities

The *Innate Abilities* on *Character Cards* work slightly differently to those on *Disorder Cards*.

Innate Abilities do not have *Cooldowns* ⌚ and only cost 1 **AP** if they state that they are an 'Action:', such as **Brainstorm** shown below. Otherwise they do not cost **AP**.



The number shown in the black circle is the *Insanity Token* ⌚ cost to use the *Ability*.

You'll notice that the *Insanity* ⌚ cost can be a number (even 0), 'P', or 'X'. 'P' is used for *Passive Innate Abilities* which can always be used, since they have no *Cooldown* ⌚. 'X' means that the *Character* can choose how much *Insanity* to spend, from 1 to all the *Insanity Tokens* ⌚ they have, with the *Ability* getting more powerful the more *Insanity* is spent on it.

When an *Ability* is marked with ⚡ it can only be used once per *Turn*, such as the 0 cost **Mind Over Matter** *Ability* shown above.

Detailed Character Actions

Change Loadout Action

This is a free Action (costing no **AP**) that may only be performed once in each Character's Action Phase, and lets the Character change which of their Weapon Cards and Armor (a type of Equipment Card) they have in their current Loadout.

A Character may have one Armor Card and up to 2 Weapon Cards in their Loadout at any one time, these are deemed equipped and ready to use. The other non-Loadout Armor and Weapons are effectively stashed, and not easily to hand.

When attacking a Monster, a Character can use only one of the Weapons in their Loadout, but still gains any passive bonuses from the other Weapon. For example, the **Spiked Gloves** Weapon provides a bonus to defense, but only grants this when part of the Character's current Loadout.

Search Action

When a Character is on the same Space as a Locker Token, they may search it with the Search Action for 1 **AP**.



To perform the Search:

- Turn the Locker Token over to reveal the cost of any Weapons, Equipment and Meds, and the amount of Junk that the Locker contains.
- Roll a number of blue dice equal to the Character's Imagination Attribute and count the number of Successes. Meds and some Abilities may be used to add dice to this roll, or to re-roll some of the dice.

★ = Success

🌀 = Gain 1 Insanity Token for each (up to the Character's limit, usually 6)

- Use the Successes rolled to buy Weapons (drawn from the Weapon Deck), Equipment (drawn from the Equipment Deck) and Meds (drawn from the Meds Bag). You may only buy a maximum of one of each type, but you also automatically gain the number of Junk Tokens shown, even if you can't afford to buy anything else.

For example, if a Character with Imagination of 4 searches a Locker and turns the Locker Token to reveal the following potential content costs.



The Locker Token indicates that Weapons cost 2 successes, Equipment cost 3, and Meds cost 2.

As the Character's Imagination is 4, they roll 4 blue dice and get 6 Successes, deciding to spend them to gain a Weapon and a piece of Equipment for a total cost of 5. They get the Weapon and Equipment by drawing the top Card from each of the Weapon Deck and Equipment Deck.

Despite having 6 Successes, the Character couldn't choose to get 2 Weapons and a Med, or 3 Weapons as they both break the limit of only being able to buy one of each type of thing in the Locker. There is no requirement for the Character to spend as many Successes as possible, so in our example they could have chosen to get a Weapon and Meds for a total of 4 Successes, and let 2 Successes go to waste.

Regardless of what the Character chooses to get, or even if they can't afford to get anything, this Locker automatically gives them +1 Junk Token drawn from the Junk Bag.

Please note that Characters may only carry a maximum of 6 Items (Weapon Cards and Equipment Cards, not including the Basic Equipment and Basic Weapon). If they pick up an Equipment Card or Weapon Card when they already have 6 Items, they must immediately discard one of their Items. The discarded Card can be any Item, even the one just received. Any Tokens on the discarded Card (e.g. Junk used to Upgrade it) is removed and returned to the relevant Token Pool or Bag.

Loot Action

Each Character may decide, once per Turn, to loot their surroundings, searching them for useful Junk for 1 **AP**.

This allows the Character to gain 1 random Junk Token from the Junk Bag. This Junk may be used to Upgrade the Character's Weapon and Equipment Cards (see Upgrade Card Action at the bottom of this page).

Detailed Character Actions

Trade Action

This is a free Action (costing no **AP**) that may only be performed once in each Character's Action Phase, and lets the Character give and receive any number of Weapon Cards, Equipment Cards, Meds, Junk and certain scenario-specific items to or from another single Character on the same Space.

The Players controlling both Characters involved in a Trade Action must agree to the specific trade, so it can't be used to forcibly grab Cards or resources from another Character if it's controlling Player is unwilling.

The Characters involved in a Trade Action cannot exchange Wounds, Insanity Tokens, Condition Tokens or Disorder Cards. Defeated Characters waiting to re-spawn cannot be involved in a Trade Action.

Please remember that Characters may only carry a maximum of 6 Items (Weapon Cards and Equipment Cards, not including the Basic Equipment and Basic Weapon). If either Character has more than 6 Items at the end of the Trade Action, they must immediately discard Items until they are within the limit. The discarded Cards can be any Item, even ones just received in the Trade. Any Tokens on discarded Cards (e.g. Junk used to Upgrade it) are removed and returned to the relevant Token Pool or Bag.

Gain Disorder Card Action

This is a free Action (costing no **AP**) that costs 6 Insanity Tokens and each Character may perform once per Turn.

Once the cost has been paid, the Character gains the top card from any one (Player-selected) Disorder Deck for a Disorder listed on their Player Card). The Disorder Card is placed with the Character's other Disorder Cards near their Character Card.

Characters are only usually allowed up to 4 Disorder Cards each, if a 5th is gained then the Character must discard one.







Any of the Character's Disorder Cards can be discarded, including the one just received. Cooldown Tokens on a Disorder Card don't prevent it from being discarded, with affected Cooldown Tokens being removed and returned to the Token Pool.

Upgrade Card Action

The Upgrade Card Action lets the Character spend appropriate Junk to Upgrade a Weapon or Equipment Card that they own. This is a free Action (costing no **AP**) that may be repeated multiple times in a single Character's Action Phase as long as the Character has the necessary Junk.

Characters do not need to be Skilled with a Weapon (equalling or exceeding the Skilled Threshold in the Key Attribute, see page 24) in order to Upgrade it.

When a Character 'buys' an Upgrade, the required Junk Tokens are returned to the Junk Bag, and an Upgrade Token is placed on the appropriate Upgrade row on the Card.

For example, if a Character has any 3 pieces of Junk (such as , , and ) then they may Upgrade their Straitjacket as shown below, as the Upgrade they chose requires any 3 pieces of Junk (, , ).



Of course, in this example the Character could actually have used any 2 items of Junk to do the top Upgrade for an equal benefit to Defense.

Upgrade Attribute Action

The Upgrade Attribute Action increases the current value, and permanently increases the maximum value, and current value, of an Attribute by 1. This costs no **AP** but does cost 6 Insanity Tokens and may be done once during the Character's Action Phase.

It cannot be used to increase an Attribute to a value higher than 3.

Once the cost has been paid, take the relevant Attribute Upgrade Token and place it on your Character Card. Any Attribute Upgrade Tokens remain on a Character Card even if they are defeated or if the Attribute value is reduced by Infection.

Detailed Character Actions

For example, *Demi Hawkins* has 6 *Insanity Tokens* and so decides to *Upgrade* their *Strength*, as shown below.



This raises her *Strength* to 2 and her maximum *Strength* to 2.

If she now gets an *Infection* that reduces her *Strength*, it does not remove the *Strength Increase Token* but introduces a *Strength Decrease Token* next to the existing *Increase Token*.



Demi's current *Strength* is now 1, but her maximum *Strength* is still 2.

If *Demi* now dies in any way that allows her to respawn, the decrease due to the *Infection* would be removed but she would keep the *Attribute Increase Token* to restart with a current and maximum *Strength* of 2.

Upgrade Character Action

Characters may use this *Action* once per game. They may only do it after the '*Aura of INSANITY!*' *Hunt Track Card* has been revealed (usually around the end of the sixth *Round*) and they have completed their personal *Quest* (shown on the blue starting side of their *Character Card*). This costs no *AP* but does cost 6 *Insanity Tokens* and must be done during the *Character's Action Phase*.

Once the cost has been paid, flip the *Character Card* over to the more powerful, red *INSANE!* side, keeping any tokens upon it.





Weapon and Ability Special Effects

Many *Weapons*, *Equipment* and *Abilities* have special effects that modify an *Attack*, *Defense*, or other aspect of play for the *Characters* (or *Monsters*) affected. These may apply automatically or may be dependent upon rolling a ⚡ on the custom dice.

Special Effects that are not just additional successes (⚡, 🛡️, ☆, or 🛡️, depending on the type of roll) can only be applied once per roll, no matter how many *Items* or *Abilities* grant the effect, or how many ⚡ are rolled. ⚡ Effects that are just additional successes count as many times as the ⚡ appears.

For example, if an attack has ⚡ = ⚡ then rolling 3 ⚡ adds ⚡⚡⚡.

Whereas another attack with ⚡ = 🍷 can only ever add the *Lifesteal* effect once, no matter how many ⚡ are rolled.

The effects (and their keywords or symbols) are shown in a table on page 38, and most are explained plainly enough there, but a handful are slightly more complicated and so are further described below.

Area of Effect (AoE)

Area of Effect attacks ignore *Dodge* and affect every *Enemy* on the same *Space* as the *Target*. *Character Attacks* with AoE also affect every *Character* on the affected *Space*, except for the *Character* performing the *Attack*.

Usually when an AoE *Attack* is performed, only one *Attack Roll* is made, but each affected *Character* or type of *Monster* makes a separate *Defense Roll*. For example, if attacking a *Space* containing 2 *State Troopers* and a *Hellhound*, the *Hellhound* would make a *Defense Roll* using its *Defense* values, and the *State Troopers* would make a single *Defense Roll*, using their *Defense* values and applying the results to both *State Troopers*.

The rare exception to this rule of only 1 *Attack Roll* per *Attack* is if any of the *Minis* to be affected have abilities or effects that alter the *Attack Roll* made against them. In that case, make one *Attack Roll* for each group of *Minis* that share the same *Attack Roll* modifiers.

For example, if a *Character* uses a previously placed *Landmine* to perform an AoE *Attack* on a *Space* containing 2 *State Troopers*, a *Hellhound*, a fellow *Character*, and a *Daddy's Boy* then the following would happen.



The *Landmine* has a usual *Attack* using 3 🟥, so a single roll of 3 🟥 is made for the *Hellhound*, *State Troopers*, and the *Character* (assuming that the *Character* can't affect *Attack Rolls* made against them).

Daddy's Boys have an automatic effect that all 🟥 used against them are downgraded to 🟩, so as this affects the *Attack Roll* made using the *Landmine*. Because of this, a separate *Attack Roll* of 3 🟩 is made for the *Daddy's Boy*.

Pops, a *Boss Monster*, also has the same effect of 🟥 used against them being changed to 🟩, so a single *Attack Roll* of 3 🟩 would be applied against *Pops* and any number of *Daddy's Boys* if they were all on the affected *Space*.

If multiple *Attack Rolls* do result from a single AoE *Attack*, then each 🎲 used to alter the *Attack Roll* alters each *Attack Roll*. In the above example, if a 🎲 was used to add a 🟩 then the first *Attack Roll* becomes 3 🟥 and a 🟩, and the second roll (against the *Daddy's Boy*) becomes 4 🟩.

Counterattack 🖐️

When a *Character* or *Monster* is attacked and they have the chance to perform a *Counterattack*, all other effects of the initial *Attack* are resolved in full before the *Counterattack* occurs. In this way, a defender with a *Counterattack* that has *Lifesteal* 🍷 (that could remove their *Wounds*) may be defeated before actually performing the *Counterattack*.

Lifesteal 🍷

When an attack with *Lifesteal* does any *Damage*, an equivalent number of *Wound Tokens* 🩸 may be removed from the *Attacker*. This does not increase *Health* if there are no 🩸 to heal.

Character Death

Sometimes a *Character* will die or be defeated, but luckily, the game isn't usually over just because your *Character* died.

This can change though, as the final part of a *Scenario* will often state that **DEATH IS FINAL**, and that dead *Characters* no longer get the chance to respawn. In this case, in addition to any other lose conditions, the game is usually lost if all *Characters* then die.



When Does A Character Die?

A *Character* dies when one of the following has happened:

- they have received Wounds equal to (or greater than) their Health;
- One of their Attributes has been reduced to zero (such as by Infection or some other effect);
- Some other (possibly Scenario-specific) effect specifies that the *Character* dies, is defeated, or is killed.

What Happens When A Character Dies?

When a *Character* dies, all the following happen:

- their *Miniature* is placed on its side in the *Space* where the *Character* died. While they are lying down like this, other *Characters* and *Monsters* completely ignore the *Character* for all purposes – they cannot be targeted, attacked, healed, moved, traded with, etc and they do not draw a *Spawn Card* during the *Spawn Monsters Phase*.
- The *Huntmaster* is moved one additional step along their *Hunt Track*. Please note that this can instantly end the game or cause scenario-specific effects (just as if the *Huntmaster* had moved as normal).
- If the *Character* died during their *Action Phase*, they lose any unused **AP** and .
- While dead, *Cooldown Tokens*  on the *Character's* abilities are removed as usual during the *Maintenance Phase*.

When it would usually be the *Character's* turn to perform their *Action Phase*, unless **DEATH IS FINAL**, the character will be respawned!







Respawning A Character



When a *Character* is respawned, they re-enter the game fully healed and ready to rejoin the fight. Usually respawning causes no real downside and may be beneficial.


When a *Character* respawns:

- Draw a *Spawn Card* for the dead *Character*. The *Character* respawns on the indicated color of *Spawn Point* which is nearest to where the *Character* died. If there are multiple *Spawn Points* of the indicated

color at equal distance, then the *Player* may choose which one to respawn at. If the *Spawn Card* shows an *Event* or *Reshuffle*, then the *Player* may choose which color *Spawn Point* to use. Once the *Spawn Point* has been selected, stand up the *Character Miniature* in that *Space*.

- The *Character* removes all Wounds , *Condition Tokens* (e.g.  or ) and *Attribute Decrease Tokens* (e.g.  or ) from their *Character Card*.
- The *Character* keeps all *Weapons*, *Equipment*, *Disorder Cards*, *Insanity Tokens*, *Meds* and any upgrades they've earned (whether to *Attributes*, *Equipment*, *Weapons*, or the *Character Card* upgrade to *INSANE!*).
- The *Character* then continues their *Action Phase* as usual, with 3 **AP**  to use.

While dead, *Cooldown Tokens*  on the *Character's* abilities may be removed as usual during the *Maintenance Phase*, but when the *Character* respawns any remaining  stay in place.

The following image shows what happens when a *Character* (on the left) dies with a selection of *Tokens* on their cards, and is then respawned (as on the right). Note that the *Maintenance Phase* (which happened between the *Character* dying and then being respawned) removed one of the *Cooldown Tokens*  on *Withdrawal*.






It can be seen that the *Character* re-enters battle in a better state than when they died. Perhaps the biggest penalty for a *Character* death is the loss of time caused by the *Huntmaster* moving along their *Hunt Track*...



Special Effects and Keywords







Fire. Place a *Fire Token*  on the target (if it doesn't already have one) before the attack. Every attack against a target that is on fire has +1 *Success* .

Players may discard the *Fire Token* instead of healing 1 *Wound* .

Any effect that heals a *Monster* also removes any *Fire Token* that may be on it.



Frost. Place a *Frost Token*  on the target (if it doesn't already have one) before the attack. *Monsters* affected by *Frost*  do not restrict *Characters*' movement, and suffer a -1 *Movement*  penalty in the next *Monster Phase*, then discard the token.



Affected *Characters* lose 1 *Movement Point*  from each *Move Action* they perform in their next *Turn*. They discard the token at the end of their *Turn*.



Area of Effect (or **AoE**) attacks ignore *Dodge* and affect every *Enemy* on the same *Space* as the *Target*. When a *Character Attack* has *AoE*, it also affects every other *Character* on the same *Space* as the *Target* (only the *Character* performing the *Attack* is unaffected).

AoE is explained in more detail on page 36.



Pierce. Target discards the *Defense Dice* with the highest number of *Shields* ( or ).



Stealth. *Characters* with *Stealth* can ignore any movement restrictions from *Monsters*.



Lifesteal. *Damage* dealt while attacking heals the attacker 1:1



Dodge. Ignores all effects of an *Attack*.





Ethereal. When defending against an *Ethereal* attack, target loses all *Shields* and does not perform a *Defense Roll*.


Ethereal Movement allows both *Characters* and *Monsters* to pass through physical barriers (walls, rock barriers, etc) as though they are not there (similar to *Blinking*).




Flee. Used to show the possibility (and costs) for fleeing a *Monster*.




Infection. Always affects a given *Attribute* (though sometimes it may be the *Player's* choice) with a -1 penalty. Place an *Attribute Decrease Token* (e.g.  or ) on the *Character Card*. If this reduces the affected *Attribute* to zero the *Character* dies.

Players may discard an *Attribute Decrease Token* instead of healing 1 *Wound* .



Stun. Place a *Stun Token*  on the target (if it doesn't already have one) after the attack. Any number of dice may be rerolled in attacks against *Stunned Monsters*.

Stunned Monsters do not restrict *Characters*' movement, and do not activate during the next *Monster Phase*. They discard the token at the end of the next *Monster Phase*.

Affected *Characters* lose 1  for the next *Action Phase* and then discard the token.



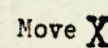
Deflect. If a *Defender* has *Deflect*, *Attackers* gain 1 *Wound* after an attack (whether the attack wounded the target or not).



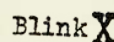
Critical Strike. The number of *Wounds* received by the *Target* is doubled.



Counterattack. After being attacked, perform an attack against the attacker.




Move X. Allows movement up to *X Spaces*, following normal movement rules and restrictions.



Blink X. Allows instantaneous movement to a *Space* in range *X*. Ignores normal movement restrictions and does not need *LoS*.



Holy. Target loses all *Shields* printed on its card. The *Target* may still gain *Shields* resulting from  effects.



Range. Shows how far away a *Target* of an *Attack* or *Ability* may be. It is explained in more detail on page 15.













Immunity. Used by some powerful *Monsters*. It shows which effects do not affect them and should be ignored.

Special Effects and Keywords

Dice (Icons)

d6 A normal 6-sided dice





d3 A 6-sided dice with the result halved (round up)

-  **Green Dice** – the basic Attack Dice
-  **Red Dice** – the stronger Attack Dice
-  **Blue Dice** – the basic Defense/Test Dice
-  **Brown Dice** – the stronger Defense/Test Dice
-  **Lobotomy Spike** – a success on Attack Rolls
-  **Lightning Bolt** – may trigger special effects
-  **Star** – a success on Tests
-  **Insanity**
-  **Shield** – success on Defense Rolls
-  **Shield** – success on both Defense Rolls and Tests

General (Icons and Tokens)

-  Health Value
-  Wound (or Wound Token)
-  Movement Value (for Monsters)
-  Movement Point (for Characters' Move Actions)
-  Number of Characters, or Character
-  Action Point
-  Insanity
-  Insanity Token
-  Cooldown
-  Cooldown Token

Items and Meds (Icons)

-  Weapon, or Weapon Card
-  Equipment, or Equipment Card
-  Item (Weapon or Equipment), or Item Card
-  Meds






Attribute And Statistic Modifiers (Tokens)

-  Strength Increase/Upgrade Token
-  Strength Decrease/Infected Token
-  Dexterity Increase/Upgrade Token
-  Dexterity Decrease/Infected Token
-  Wisdom Increase/Upgrade Token
-  Wisdom Decrease/Infected Token
-  Imagination Increase Token
-  Imagination Decrease/Infected Token

Junk and Item Upgrade (Icons And Tokens)

- | | |
|--|---|
|  Junk (any type) |  Item Upgrade Token |
|  Junk Glass |  Junk Glass Token |
|  Junk Paper |  Junk Paper Token |
|  Junk Pipe |  Junk Pipe Token |
|  Junk Rope |  Junk Rope Token |
|  Junk Stone |  Junk Stone Token |
|  Junk Wood |  Junk Wood Token |

Character Attributes

- | | |
|---|---|
|  Strength Attribute |  Dexterity Attribute |
|  Wisdom Attribute |  Imagination Attribute |
|  Any Attribute (Player's Choice) | |

Lobotomy 2: Manhunt was crowdfunded on **Gamefound**. A sincere **THANK YOU** to all our backers who helped bring this project to life!

Thank you to all Lobotomy fans who encouraged us to create the second installment of the greatest horror asylum crawler board game. We heard you and we hope you will love this game as much as the previous one.

Special thanks to **Judgement Dave** for his dedication to overseeing the works on this *Rulebook*, the *Scenario Book*, the *Daily Nightmare* and all the contributions to *Lobotomy*'s lore and gameplay.

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