

GLOOMHOLDIN'

2-Player Expansion Rules

Play Overview

Two players can play cooperatively with the Gloomholdin' 2-Player Expansion. Play is very similar to solo play, with the following exceptions. Note that a 2-player game must be played on-table.

ROUNDS

At the beginning of a round, each player secretly chooses their 2 ability cards to play. You can speak in general terms about what you plan to do, but no specifics. Once you have both chosen your cards, reveal them to each other. Also roll for the behavior set of any monsters either player is currently in combat with. Then create a column of the relevant Initiative Tokens, including Players A & B and any relevant monsters (choose who will be Player A and Player B randomly at the beginning of the scenario). Each party then resolves its turn in initiative order.



Players can move through each other, but cannot end movement on a space another player occupies. Use cubes of the same color as your Initiative Token to mark your position on the map.

MONSTER HP & RANGE TRACKER CARDS

Each player should use their own MONSTER HP & Range Tracker card. Each player will track their Distance from each monster in a combat **independently** of the other player. Use the Monster HP track in the center of the card to track the HP of **both** monsters in the combat. Use two cubes corresponding to the color of that monster's Initiative Token.

DOUBLE MONSTERS

When playing with 2 players, each monster tile is considered to have two identical monsters on it. Players can enter combat separately or together, but no matter if you enter combat alone or together, you will always be facing two monsters at once. Use the Monster HP & Range Tracker card to track your Distance to each monster in the combat separately. Place a corresponding Initiative Token above the Range Tracks on the Tracker card so you can remember which monster you are tracking the range for, and which color cube on the HP Track belongs to which monster.



SINGLE COMBAT

If you enter combat alone, use Initiative Tokens for Monsters A and B if possible, or C and D if the other player is also in combat and already using tokens A and B. When it is your turn when in combat alone, choose which monster you wish to carry out attacks against. Universal bonuses, such as invisibility, apply against both monsters. When you move, you can increase or decrease distance to just one monster, or you can split your movement between them. You cannot split your movement action (such as doing half your movement, then attacking, then finishing your movement), but you can split your movement between the two monsters. **Push** and **Pull** actions cannot be split between monsters.

CO-OP COMBAT

When in combat with another player, both of you will use a copy of the Monster A and B Initiative tokens to track your range to each monster **independent of the other player**. You can both keep track of each monster's HP, or divvy it between yourselves as desired.

Monsters will target whichever player is most convenient, and move the least amount of Distance required to get into range or to avoid Disadvantage. So whichever player it can target by devoting the least amount of movement, it will target that player.

In co-op combat, when monsters move, **they complete the same change in Distance for both players**. Note that this is in contrast with player movement, which you must apply to just one monster or split between monsters. For example, if Monster A moves 2 Distance closer to Player A in order to attack, Monster A also will move 2 Distance closer to Player B (if both players are in the same combat).

For the most part, **Hindrances are treated separately** for each player. For example, it is possible for one player to have an Obstacle Hindrance in the combat and the other player to not have one because they entered the combat on different hexes. Trap Hindrances, as another example, are also treated separately. Thus it is possible for each player to have a Trap Hindrance in their combat, even though there may only be one Trap tile on the map. An **exception** to Hindrances being kept separate for players is if there is an effect or a player ability that creates or destroys a Hindrance. In this case, the Hindrance is created or destroyed for **both** players.

In Co-op Combat, **Push** and **Pull** actions can be used normally, or can be used to apply their **opposite effect** on the Distance a monster is from the **other player**. In this case, the monster must still be within the appropriate Range of you for your push or pull effect to apply.

For example, instead of using a Pull 2 ability to decrease the Distance of Monster A or B to yourself, you could use it to increase the Distance of one of the monsters from the other player.

JOINING COMBAT

If one player starts a combat, the other player can join at any time. Once in combat, however, players must always continue until either both monsters are dead, or both players are dead or exhausted.

MULTIPLE COPIES OF CARDS

You will want 2 copies of every Monster Card, as well as two copies of the Monster HP card for easier access to the modifier tables. With two monsters in every combat, it is helpful to place an appropriately colored cube on the behavior set rolled by each monster so you don't forget by the time it is their turn.

MONEY TOKENS & REWARDS

Each monster tile in a 2 Player game is considered 2 monsters, so when a combat is won by the players, the dead monster tile drops 2 money tokens. These can be Looted at the same time, or you can choose to only loot one of the money tokens if you wish to save one for the other player. Both players receive the rewards of a successfully completed scenario; you don't have to share.

BOSSSES

Bosses are the exception to the double monster rule. You do not face twin bosses. Instead, their stats are beefed up. Bosses in a 2 Player game receive double HP and double attack values. Their range and movement remain the same, as well as any conditions or bonuses they apply.