TOMB FIGHTERS

RULE BOOK



NATHANAËL DESLANCES

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CONTENTS & OBJECTIVE

Into the tomb



Explore a dangerous Egyptian tomb, revisit its rooms and collect treasure. Steal from rival explorers, survive the traps and escape before the end of round eight. **Only escaped adventurers score.**

> **The richest survivor wins**
>
> Leaving early secures your loot, but a small haul may leave you far behind. Choose how long to keep searching.

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COMPONENTS

The expedition kit

PIECES	QUANTITY
Board	1
Explorer pawns	6
Six-sided dice	48 (8 per player)
Mummy pawn	1
Artefact bearer marker	1
First-player marker	1
Round track and marker	1 each
Potential exits	6 numbered locations
Active exit markers	3

2–6 players

Each player uses one explorer and eight standard six-sided dice. Leave unused explorers and dice in the box.

TREASURE	CARDS	VALUE
Coin	14	10
Gold Pile	12	50
Gold Bar	10	100
Three Bars	8	500
Chest	6	800
Relic	4	1,000
Cursed Artefact	1	Doubles secured loot

TRAP / EMPTY CARD	CARDS
Serpent	6
Spikes	6
Pit	4
Boulder	4
Empty Chest	2

77 cards in total

54 ordinary treasures + 1 Cursed Artefact + 22 trap or empty cards. Shuffle everything together.

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SETUP

Before the first step

1. Prepare the tomb. Place the board in the centre. Identify the entrance vestibule, the Burial Chamber and the six numbered potential exits.

2. Prepare the room piles. Shuffle all 77 cards together, including the Artefact. Deal **11 piles of 7 cards**, one for each interior room. Reveal the top card of each pile. Keep the rest facedown.

> **The entrance stays empty**
> The entrance vestibule has no card pile. There is no fixed proportion of treasure and traps in any room.

3. Prepare each explorer. Give each player eight dice. All explorer pawns begin together in the vestibule. Nobody takes a card during setup.

4. Prepare the Mummy. Put her dormant in the Burial Chamber. Keep the bearer marker nearby. None of the six secondary exits is active yet.

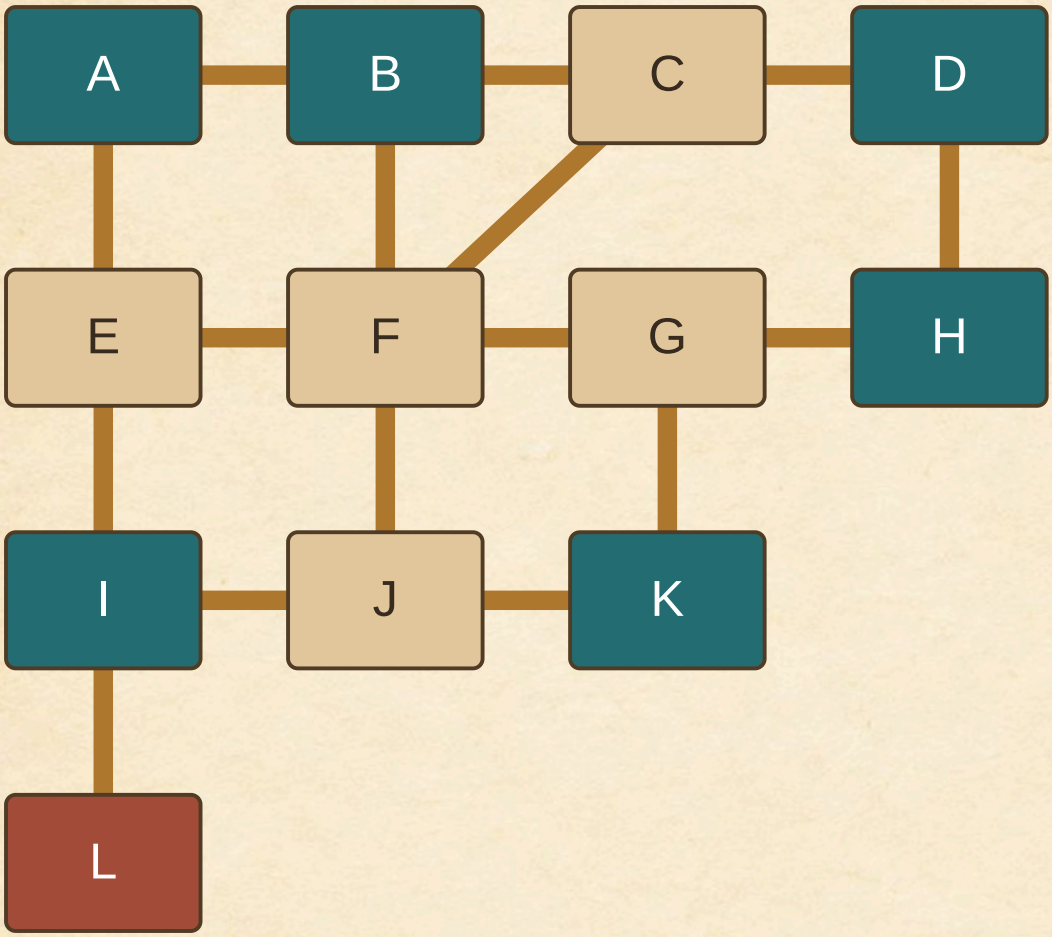
5. Begin round one. Choose the first player randomly. Play clockwise in the same order throughout the game. Set the round marker to 1.



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BOARD & CONNECTIONS

The tomb at a glance



Only doors connect rooms

Each line represents a passage between two rooms. A corridor costs no extra movement. Rooms that touch visually are connected only where a door is shown.

L: Entrance vestibule. **H:** Burial Chamber. All other letters identify interior rooms. The diagram simplifies the supplied board while keeping its door connections.

Six perimeter exit candidates: 1 A · 2 B · 3 D · 4 H · 5 I · 6 K. Draw three at the first escape.

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ROUND & TURN ORDER

Eight rounds underground

At the start of each round

Reroll all your remaining dice. If the Mummy is scheduled to awaken this round, wake her before player turns.

PHASE	WHAT TO DO
Player turns	Take turns in fixed clockwise order. Each explorer still able to move chooses a die and follows the turn sequence below.
Mummy phase	If awake, resolve her automatic step, then one free step for each escaped player.
Next round	Advance the round marker. After round eight's Mummy phase, resolve the collapse.

1. Choose and move

Choose one rolled die. Apply any pending trap. Move through connected rooms and permanently discard the die.

2. Resolve the arrival

Take the visible card from your destination room and apply its effect. Reveal the next card.

Dice are your remaining time

Start with 8. Spending one leaves 7, then 6, and so on. A Pit can cost an additional die. With no dice left, you cannot move and remain exposed to the Mummy and collapse.

End the game immediately if every adventurer has escaped or been eliminated.

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MOVEMENT

Through doors and corridors

One die point crosses one door into a connected room. Spend the full chosen value. You may turn at junctions, but cannot make an immediate U-turn through the door you just used.

You may pass through rooms occupied by rivals, but cannot finish in an occupied room. The shared starting position is an exception.

> **If no full move is possible**
> If none of your rolled dice allows a complete legal move, choose a die and move as far as possible. If you changed room, resolve its visible card. If you stayed put, collect nothing.

ROUTE	MOVEMENT
E → F → G	2 points
A → B → C → D	3 points
H → K	No connecting door. This move is illegal.
I → L	1 point to enter the vestibule

> **Escape is optional**
> You may stop a move to escape when passing an active exit, even if movement points remain. You may also decline and continue.

Only your destination room is searched. Moving through a room does not take its card.

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SEARCH & REVISITS

Another room, another chance



When you finish a move in an interior room, take its visible top card, resolve it and reveal the next card. The entrance vestibule has no pile and grants no card. Keep treasure facedown in your personal loot. Apply traps as soon as you take them.

Return visits

You may return to a previously visited room to take its next visible card.

Empty piles

An exhausted pile remains empty unless lost or dropped treasure replenishes it.

One arrival, one card

Discarding a trap reveals the next card, but does not let you take it immediately. A new arrival is required. A Boulder can force you into another room and trigger a new arrival.

Remaining in the same room without moving does not grant a card.

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LOOT & SECRET SCORES

A fortune worth the risk

TREASURE	VALUE	IN THE DECK
Coin	10	14 cards
Gold Pile	50	12 cards
Gold Bar	100	10 cards
Three Bars	500	8 cards
Chest	800	6 cards
Relic	1,000	4 cards

Keep your haul hidden

Store your loot facedown. Opponents do not see your total score. Random theft draws from these facedown cards.

The Cursed Artefact

Its bearer is public. Keep the card among your facedown loot and display the bearer marker. Escaping with it doubles your total treasure value.

An Empty Chest grants no treasure and no points. Discard it when taken.



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THEFT

A rival within reach



Whenever your movement passes through a rival's room, steal **one random card** from that rival's facedown loot. Add it to your own loot.

You may steal from several different rivals during one move, one card per rival. If a rival has no loot, there is nothing to take.

> **The Artefact can change hands**
> It can be stolen at random like any other treasure. Transfer the public bearer marker immediately. The new bearer becomes the Mummy's priority target while inside.

> **Example: two doors, one theft**
> Choose a die showing 2 and move E → F → G. A rival in F loses one random loot card. Finish in free room G and resolve G's visible card.

Passing a rival does not search their room. The normal occupied-room rule still applies at your endpoint.

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TRAPS

Teeth beneath the dust

SERPENT · 6 cards

Your next movement is reduced by 1. Choose your die normally, then subtract 1. A die showing 1 becomes movement 0. Spend it, stay in place and take no card.

SPIKES · 6 cards

Lose one random loot card. Shuffle it into this room's remaining pile, then reveal the top card. Discard the Spikes. Do not take another card.

PIT · 4 cards

Your next move costs two dice. Use the value of one chosen die and discard both. With only one die remaining, you are blocked.

EMPTY CHEST · 2 cards

No reward and no points. Discard the card.

All five card effects are single-use

Discard each trap after resolving it. A Serpent or Pit still affects your next move after its card has left play. The Boulder is explained on the next page.

Pit example: use a die showing 5 and discard a second die with it. Move 5 rooms, using only the first value.

Artefact lost to Spikes: shuffle it back into the room pile and remove the bearer marker. The awake Mummy remains active and seeks the nearest explorer.



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BOULDER · 4 CARDS

The rolling stone



Discard the Boulder and move the explorer **two more rooms** in the direction of arrival. If a wall blocks the route, turn either way through an available door.

An occupied endpoint

If the forced movement would finish in an occupied room, continue to the following room instead.

A second arrival

Take and resolve the visible card of the room you finally reach. This can trigger another trap, including another Boulder.

EXAMPLE	RESOLUTION
Arrive at G from F	Take the visible Boulder in G.
Forced route G → H → D	Cross two doors. D is the new destination if free.
D shows Spikes	Lose one random treasure, return it to D’s pile and discard the Spikes.

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THE CURSED ARTEFACT

The price of gold



The Artefact begins somewhere in the shuffled deck. It is one of the 77 cards, so it does not add an eighth card to any starting pile.

> **Take it. Mark the bearer. Schedule the awakening.**
>
> When first discovered, the Artefact schedules the Mummy's awakening at the start of the next round. The Mummy remains dormant for the rest of the current round.

Escaping with the Artefact doubles the value of all your secured treasure. While you remain inside, the Mummy's automatic step pursues you.

The Artefact can be stolen or lost to Spikes. If its bearer is eliminated, shuffle it back into that room's pile with all their other loot. Reveal the top card and remove the bearer marker.

> **The curse remains**
>
> Once awake, the Mummy stays awake even when the Artefact has no bearer. She then targets the nearest explorer.

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AWAKENING TIMING

The chamber awakens



WHEN	WHAT HAPPENS
Round R	An explorer finds the Artefact. The Mummy stays dormant this round.
Start of round R+1	The Mummy wakes in the Burial Chamber.
Player turns in R+1	An explorer already sharing the chamber may leave on their turn.
End of round R+1	Resolve the Mummy phase, including any elimination in her room before she moves.

A chance to flee

Awakening alone does not eliminate an explorer already in the Burial Chamber. If still there when the Mummy phase begins, that explorer is eliminated before she moves.

Entering or crossing her room after she has awakened is immediately fatal. A dormant Mummy is harmless.

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MUMMY PHASE

The hunt at round's end

Resolve this phase once at the end of each round while the Mummy is awake.

1. Check her room

Eliminate any adventurer still sharing the Mummy's room before movement.

2. Take the automatic step

Move the Mummy one room toward the Artefact bearer if that bearer is still inside. Otherwise move toward the closest explorer. Follow connected doors. The first player decides tied targets or tied routes.

3. Give escaped players their steps

In normal turn order, each escaped player moves the Mummy one room in any legal direction. These extra steps ignore her target priority. Eliminated players neither move her nor add a step.

ESCAPED PLAYERS	TOTAL MOVEMENT
0	1 automatic step
1	1 automatic + 1 free step
3	1 automatic + 3 free steps

Contact with an awake Mummy is lethal. If she enters an explorer's room, or an explorer enters or crosses hers, eliminate that explorer immediately. Shuffle all their loot into that room's pile and reveal the top card.

The public bearer marker moves with the Artefact. If its bearer leaves the tomb, automatic pursuit switches to the nearest explorer.

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ESCAPE

Three doors to daylight



You may escape when your movement passes an active exit, even with unused movement points. Escape is always optional. Once outside, you secure your loot and cannot return.

Before the first escape

The entrance vestibule L is the escape route. The six secondary exit locations are inactive.

After the first escape

Disable the entrance as an escape route. Draw three of the six numbered candidates randomly and mark them active. All players share these exits.

The vestibule remains accessible. Players may still enter or pass through it, but can no longer leave the tomb there.

Exit candidates: 1 in A, 2 in B, 3 in D, 4 in H, 5 in I, 6 in K. These are all perimeter rooms.

You still influence the chase

Every escaped player gains one freely chosen Mummy step in each awake Mummy phase. Eliminated players receive no such control.

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COMPLETE EXAMPLE

A turn in the tomb

STEP	EXAMPLE
Reroll	At the start of the round, reroll your seven remaining dice.
Choose	Select a die showing 2 and permanently discard it. Six dice remain.
Move	Start in E. Cross into F, then G. Two doors use both points.
Steal	A rival in F loses one random loot card to you as you pass.
Search	G is unoccupied. Take G's visible top card and resolve it.
Reveal	Reveal G's next card. The following player takes their turn.

If G reveals a Gold Bar

Add the card to your facedown loot. It will be worth 100 if you escape.

If G reveals a Boulder

Discard it, move two more rooms and resolve the new destination card. The extra arrival may trigger another trap.

If the stolen card is the Artefact

Transfer its public bearer marker. If the Mummy is already awake, you become her priority target. Merely transferring the card does not put her back to sleep.

After all player turns, resolve the Mummy phase if awake. Then advance to the next round, unless the eighth round has just ended.

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ENDGAME & SCORING

What makes it out

After the eighth round's Mummy phase, the tomb collapses. Every adventurer still inside loses all their loot and cannot win. If all adventurers have escaped or been eliminated earlier, end immediately.

> **Only escaped players score**
> Reveal your secured loot and add its printed values. If you escaped with the Artefact, double the total.

LOOT	SCORE
Relic + Gold Bar + Coin	1,000 + 100 + 10 = 1,110
The same loot with the Artefact	1,110 × 2 = 2,220

The highest total wins. In a tie, compare each tied player's highest-value individual treasure card. The highest wins. If still tied, those players share victory.

If nobody escapes, nobody wins.



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QUICK REFERENCE

At the table

RULE	REMINDER
Start a round	Reroll remaining dice. Wake the Mummy if scheduled.
Your turn	Choose a die, move, discard it permanently and resolve the destination.
Doors	1 point per connected room. Turns allowed. No immediate U-turn.
Occupation	Pass rivals, but finish in a free room.
Partial movement	Only when no rolled die allows a full legal move. Advance as far as possible.
Search	Take the visible top card on arrival. Reveal the next. Staying put grants none.
Theft	1 random loot card per different rival passed. Artefact can be stolen.
Serpent	Next move −1. A chosen 1 becomes 0. Spend the die and collect nothing.
Spikes	Return 1 random loot to this room’s pile, shuffle and reveal. Discard Spikes.
Pit	Next move costs 2 dice. Use only one value. With 1 die, blocked.
Boulder	Force 2 more rooms. Pass an occupied endpoint to the next room. Resolve arrival.
Artefact	First discovery wakes Mummy next round. Escape with it to double loot.
Mummy	1 automatic step, then 1 per escaped player in normal turn order.
Escape	Optional on passing an active exit. First escape seals the entrance and opens 3 random exits.
Collapse	After round 8’s Mummy phase. Treasure still inside scores nothing.
Tie	Highest individual treasure card, then shared victory.

Explore again. Escape in time.

Returning to a room can reveal another chance at treasure. Keep enough dice to reach an exit.