

Item no.: 343580

HR042 - Dungeon Fighter 2. Edition - Board Game, for 1-6 Players, from 14 years (DE Edition)

from **30,28 EUR**

Item no.: 343580
shipping weight: 1.10 kg
Manufacturer: Horrible Guild



Product Description

Dungeon Fighter 2. Edition - Board Game, for 1-6 Players, from 14 years (DE Edition)

Once upon a time, there were no more real heroes!

As time passed, new chambers of doom appeared, welcoming even more evil creatures that brought havoc and threatened our villages and kingdoms. For those who long to become heroes - or pretend to be - the time has come once again.

The base game Dungeon Fighter - Second Edition is designed for newcomers to the Dungeon Fighter world. Experience the pure, groundbreaking Dungeon Fighter adventure with the 2 new entry-level heroes, for example: The wizened wizard Marvin, who convinces with more or less skillful spells, and the dancing high elf Wilrond, who can at least sometimes inspire, especially for his clothes and dance moves. Your heroes boldly (aka rarely stupidly) venture into the depths of a dungeon maze and fight terrible monsters together. For every victory you get rewards - and for every defeat nasty scars, but let's not think about that for now. And if you're lucky, there'll be a flying dungeon trader behind the next tree, selling you armor, weapons and fashionable hero knickknacks for a few paltry gold coins. Because of course you have to arm yourself to face the dam-dam-dam-dam...boss at the exit of the maze. Here's how these tumultuous battles play out: Whoever attacks throws a die at the target. Yes read correctly, here is THROWN and NOT THROWN. Depending on where the dice comes to rest, you do the damage indicated on the target to the monster. And the sides of the dice can trigger super cool special effects on top of that. So far so simple, but some monsters can only be caught at their weak spot and for that you'll have to pull off a very special maneuver, like flicking the attack cube off the edge of the table, throwing it blindly, or blowing it onto the target.

Soon enough you'll be skilled enough to use additional weapons that deal greater damage but also require daring maneuvers. And once you have mastered this dungeon, there are still four expansions to discover:

Once again, it's time to put down the cup and take on the role of a Dungeon Fighter!

Attention! Not suitable for children under 36 months. Legal minimum age: 14, legal maximum age: 99

- Number of players: 1-6
- Age: from 14 years
- Playing time: 45 minutes

Specifications

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prices and availability

