20 Strong

Tanglewoods Red ◊ Play Summary

Setup



1. Choose a Hero (Piping Piper or Bo Peep for beginners)
2. Stats and Gold - set your stat dice (Health ♥,Strategy ■ & Recovery ⬇) to that of your hero, and set the Gold Tracker to 20 minus the sum of your 3 stats.
3. Stock the Shop – shuffle the Item Cards so all the same colour sides (**Ordinary** – **orange**, **Upgraded** – **red**) face the same direction and place Ordinary side face up. Place the Merchant card on top the pile, over the Items.
4. Cultivate the Forest – shuffle the forest cards (except the Trailhead and Grandma's Cabin) so that all the same colour sides (**Daytime** - **green** & **Nighttime** - **purple**) face the same direction. Return 5 random cards to the box, and place the remaining 10 (**Daytime** face up) in a Forest Deck with Grandma's Cabin on top. Start your trip along the trail with your Heath ♥ stat die on the Trailhead card. Your Heath ♥ die tracks your forest journey.
5. Cry Wolf – shuffle the 5 wolf pack cards so that same sides (Wolf side with illustration, Power-Up side with red background) face the same direction, and place wolf side face up into a Wolf Deck. Put the Big Bad Wolf on top.
6. Prepare the Minions – shuffle the Enemy/Fable cards so that all the same sides (Enemy side with the 3 stats, Fable side with the faint 📖 icon) face the same direction, and place them Enemy side face up into a Minion Deck.
7. Scout – deal cards equal to your Strategy ■ stat from the Minion Deck to form your Scouting Line (see other side).
8. Unit Dice - *Banish* one of each colour. Banished Dice can be returned to your Pool by using Merchant 'Sharpen'.
9. Difficulty – adjust as desired (Level 0: +1 to any 2 stat die and remove a random wolf pack card from the game).

Round Flow

The game is played in ***Rounds***, which each consist of an ***Activation Part*** followed by an ***Engagement Part***.

Activation Part

Exploration Phase (optional)

Exploring Step

Choose 1 to 3 ○/□ Unit Dice from your Dice Pool. Roll one dice at a time. Draw from the bottom of Forest Deck: *Miss* ○: Add the **Nighttime** side to the top of the path. *Hit* ✦: Add the **Daytime** side to the top of the path. *Crit* ✦✦: Gain +1 Gold *and* add the **Daytime** Side Forest to the path. After each roll, that dice becomes *exhausted*. When the Forest Deck is empty, battle the Big Bad Wolf!

Visit The Merchant Step

Stock the Shop: From the bottom of the Item Deck, draw 1 to 3 (according to the number of dice rolled in the Exploring Step above) Item Cards.

Pay Gold: Pay for any Merchant Actions (Mend, Sharpen, Forge, Buy) you want, in any order, and as many times as you can afford. You cannot re-stock the shop. *Tidy Up:* Move any unbought Shop Items to the Item Discard pile.

Travel Phase (*not* optional)

Move your Health ♥ Dice (*forward / up only*) along one of the lines to the next node. Travel straight through the *Thresholds* (semi-circles on the card edges) without stopping, continuing along the same path line and on to the next Forest Card. *If* you hit one of the 3 upper Thresholds *without* a Forest Card already in the path, then draw the next card from the bottom of the Forest Draw Deck, and place it **Nighttime** side up.

- Now check the ***node outline*** before resolving the ***node type***, as described in **Traversing the Forest** overleaf.

Bribery Phase (optional)

To avoid engaging with any Enemy cards that may now be in the Active Area, you can optionally *Bribe* them. Pay the Gold cost (see on each card) for any individual Enemies you wish to bribe, and then *remove* those *Bribed Enemies* to the Minion Discard pile.

Bribed Enemies confer no rewards, and have *not been defeated* for the purposed of any rules that references *defeat*. They have simply been *removed*.

If there are no enemies remaining, you may proceed directly to the **Cleanup Step** of the **Resolve Phase**.

Engagement Part (sometimes skipped, if no Enemies)

Strategy Phase (repeat up to 'Strategy Stat' number of times)

To combat the Enemies you encounter on your Forest journey, you can repeat the 3 *steps* of this phase up to a number of times equal to your Strategy stat.

Commit Dice Step

Select as many Unit Dice (/////), and whichever colours you like, from your Dice Pool. Place them into your Active Area so that they are now *committed*.

Roll Dice Step

Roll all the *unapplied*, *committed* Dice at the same time.

Apply Dice Step

You *may apply* both *Hits* (**1** damage) and *Crits* (**2** damage) to any Enemies, one die at a time, in any order. You are not required to apply all damage if you don't want to. Place any *applied* dice *onto* the relevant Enemy card. After each die is *applied*, check to see if the amount of damage an Enemy has received is equal to or greater than it's Health - in which case it is *defeated*. In order to track their state, rotate *defeated* Enemies by 90°. You immediately gain any Instant Reward from *defeated* Enemies, but actually *taking* any reward is optional.

Resolve Phase (check each step to see if it applies)

The steps in this phase are: Suffer Damage, After Effects, Exhaust Dice, Recover Dice & Cleanup.

Suffer Damage Step

Add together the Damage stats of all *undefeated* Enemies in your Active Area and reduce your Health stat die by that amount.

After Effects Step

Resolve *all* of the After Effects (*if any*) in the Active Area (*including* those on *defeated* Enemies), one at a time and in any order of your choosing.

Exhaust Dice Step

Move all *committed* dice, whether *applied* or not, to your Exhausted Area. These dice are now *exhausted*.

Recover Dice Step

Choose a number of *exhausted* dice, up to the number showing on your Recover stat die, and move them back to your Dice Pool.

Cleanup Step

Remove any *defeated* or *undefeated* Enemy cards from your Active Area and place into the Minion Discard pile.

Traversing the Forest

Node Types can be:

- **Enemy** (Activate one or more enemies by moving them from the leftmost card in the Scouting Line into the Active Area. Default is a single Enemy, but see the Mob Node Outline below if there are more)
- **Wolf Pack** (Considered *Boss Enemies*, take the bottom card from the Wolf Deck into the Active Area. If the the Node Outline is Mob, then take additional Enemies from the Scouting Line, as normal)
- **Fable** (Take the bottom card from the Minion Deck and use the Fable side of the card. After resolving the Fable, jump to either the Bribery Phase, or to the Engagement Part if no Enemies are in the Active Area)
- **Campfire** (Choose *just one of*: increase Health **+2**; increase Strategy **+1**; increase Recover **+1**)

Node Outlines (also see the reference card) – apart from a **Standard** outline, they can be:

- **Weary** (You have 1 fewer Strategy for this Round– do *not* adjust your Strategy die)
- **Blighted** (Enemies have **+2** Health, **+1** Damage). **Cannot** be bribed.
- **Mob** (For each on the outline border, Activate an additional Enemy)
- **Toll** (Banish any 1 die (that isn't already banished) *or* pay 2 Gold)
- **Trap** (Roll a : On a Hit (or Crit) recover 2 die. On a Miss, flip current Forest Card to Nighttime)

The Scouting Line

The number of cards visible in the Scouting Line should be equal to your Strategy stat. The visible card on top of the Minion Deck counts towards this total. When you need to Activate an Enemy, always take the leftmost card and do ***not*** immediately replenish the line. Take multiple Enemies one after the other, and take from the top of your Minion Deck if required.

Only when *all* required Enemies have been draw should you replenish the Scouting Line. Slide cards leftwards and off the top of the Minion Deck to refill the line back up to your Strategy stat.

Enemies may be taken from the Scouting Line other than for an Activation, but apply the same removal rules as for Activation. Whenever your Strategy increases, *immediately* extend the Scouting Line. Make no changes if your Strategy reduces, but at the next replenish use the reduced count to size the Scouting Line.