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Betrayal at house on the hill 3rd edition rules

1 rulebook 2 haunt books Traitor's Tome and Secrets of Survival 44 room tiles 1 Entrance Hall tile connecting 3 rooms 6 plastic character figures 6 two-sided character cards 30 plastic clips 8 dice 1 Turn/Damage Track 13 omen cards 22 item cards 45 event cards 291 tokens including 12 large circular monster tokens 204 circular monster tokens 14 square event and room tokens 43 pentagonal item tokens 18 triangular trait roll tokens Explore the house making character stronger until "haunt" scenario begins. Goal is to complete side's victory condition first as traitor or hero. Setup aside Traitor's Tome and Secrets of Survival haunt books for later use. Each player chooses a character card pick one attaches 4 plastic clips pointing to explorer's GREEN starting numbers Speed Might Knowledge Sanity Shuffle omen cards item cards event cards put them facedown where everyone can reach. Find Basement Landing Entrance Hall Grand Staircase Upper Landing room tiles place them from left right reasonably apart mix rest of room tiles together put them facedown in a stack. Each player puts explorer's plastic figure in the Entrance Hall attaching each to their GREEN starting number on character card. Dice in a pile within easy reach players take turns clockwise following first explorer after setup table should look something like this Game Play Starting with first player and going clockwise each player takes turn exploring house. On your turn you can do many actions as want in any order move discover new room attempt die roll use items or omen cards attack once during turn after haunt starts before haunt starts make haunt roll at end of turn if draw omen card see "Making Haunt Roll". The front door of the house is always locked, except when a haunt permits otherwise. The interior rooms are connected by staircases: the Grand Staircase leads to the Upper Landing, while the stairs from the Basement access the Foyer via a secret door (which can only be used after discovering that room). Certain rooms have unique rules that apply each time you enter, and some affect your movement. A few special rooms require clarification from the "Special Rooms" sidebar. In certain rooms, you might find card symbols; when you first discover one of these rooms, you must draw the corresponding card (Omen, Item, or Event). Read it aloud and follow its instructions, which may involve attempting rolls. Some rooms have unique item cards that grant a temporary advantage, while others contain ominous portents that require immediate attention. The "Special Rooms" section lists specific rules for certain areas, such as the Entrance Hall, Foyer, Grand Staircase, Mystic Elevator, Coal Chute, Vault, Collapsed Room, Crypt, Furnace Room, Chasm, Catacombs, and Tower. These rooms often have unique abilities or restrictions that must be followed. Finally, there are monsters roaming these areas, with their own rules and behaviors. Ignore barriers and use items strategically. You can use an item once per turn or keep omen cards as items that follow certain rules. During your turn, you can also drop items, pick up from piles, or trade certain ones. When faced with die rolls, roll the number of dice specified by a card or room tile, adding the dots on each die to get the result. Sometimes, a card will tell you to roll based on an explorer's traits, such as Speed, Might, Sanity, or Knowledge. You can also make attacks once per turn, rolling dice equal to your Might trait. Your opponent does the same, and whoever rolls higher inflicts physical damage. If there's a tie, no one gets hurt. Physical damage lowers your explorer's Might and/or Speed traits. Some cards or haunts allow you to attack with different traits, such as Speed, Sanity, or Knowledge. These attacks inflict mental damage instead of physical damage, moving down your explorer's Sanity and/or Knowledge traits. Monsters are only stunned when defeated in combat, unless a Haunt specifies otherwise. See Special Attacks for details. Special attacks can be made from a distance using the Revolver, targeting anyone within your line of sight through doors. The attacker takes no damage if they lose to the target, but some monsters may also use distance attacks. Stealing items is possible when attacking and dealing 2 or more points of physical damage, allowing you to take an item instead of causing harm. This cannot be done with a distance attack. Haunt Roll: Before starting the Haunt, players roll six dice at the end of their turn each time they draw an omen card. If the total number of rolled dice is less than or equal to the number of drawn omen cards, the Haunt begins, and the player who triggered this roll is called the Haunt Revealer. Upon starting the Haunt, players reveal its details from a chart in their book. The traitor's identity is revealed, but the Haunt Revealer may not necessarily be the traitor themselves. Haunt Setup: At the start of the Haunt, the traitor takes the Traitor's Tome and exits the room. They read only the current Haunt, while other players become heroes, reading from Secrets of Survival to prepare for their roles. After a brief discussion, the traitor returns, and both sides perform actions as described in the Haunt. Haunt Turn Order: The first turn begins with the player to the traitor's left, followed by each hero getting a turn, then the traitor, and finally any monsters controlled by the traitor. This cycle continues until the Haunt is resolved. Explorers must reveal their actions without explaining why, just like monsters do. If an explorer dies, it can happen during a haunt. If one of your explorers' traits moves down to a skull, that explorer is eliminated. In some cases, a hero may turn into a traitor when they "die". The traitor might be transformed or removed at the start of the haunt, but still gets a turn afterwards. Even if the traitor dies, monsters can still complete their goals and get another turn. Optional Rule: If you draw a repeat haunt, look for an omen symbol in the room closest to the revealer. Match it with the chart to find a new haunt number. Continue this process until you find a unique haunt. This rule helps avoid repeating haunts. Heroes shouldn't reveal their secrets to the traitor unless they're sure the traitor already knows or it's part of the haunt. Sometimes, heroes have an advantage because the traitor is unaware of their goals. You can still play these haunts again after learning how they work, but for now, keep your secrets hidden. If you die and have a companion, its token stays in the room where you died. The next explorer to enter that room will take control of the companion. When you die, any items you have drop to the floor. Other players can pick them up from the Item Pile token. When moving past opponents after the haunt starts, explorers must use an extra space for each opponent in the room. This penalty doesn't apply if a stunned monster is involved. The traitor's new powers allow them to ignore non-damaging effects, walk across the Chasm, and decide where the Mystic Elevator goes. When you become a traitor, you can use certain abilities unless specified by a haunt. These include ignoring non-damaging effects, choosing not to be affected by event cards, and moving with monsters. Monsters behave differently than explorers. They move according to their Speed, rolling dice equal to their speed at the start of each turn. Monsters in the game have unique abilities that impact gameplay. A group of the same type of monster can move together, with each individual moving according to its Might value. Monsters are generally unkillable and can only be stunned by taking damage. When a monster is stunned, it flips its token over and will flip back at the end of its next turn. Stunned monsters cannot hinder explorers' movement. Monstrous attacks rely on traits beyond brute strength, such as Special Attacks or abilities that ignore nondamaging room features. Monsters can use various movement options like Coal Chute or Secret Stairs but are restricted by haunt-specific rules. They also cannot explore new rooms or carry items unless the haunt allows it. A stunned monster will drop any carried items and place an Item Pile token in the room. The game ends when one side completes its goals, with at least one hero required for the heroes to win. Traitor wins can be achieved through completing objectives without the traitor's involvement. The player selects a character card and its corresponding figure, choosing from six options with two characters per card. The starting traits are set by adjusting the plastic clips on the character card to indicate Speed, Might, Sanity, and Knowledge values. Next, the Starting Tile is placed in the center of the playing area, consisting of Entrance Hall, Foyer, and Grand Staircase tiles. The player's order is determined by a pre-agreed method. The game is divided into two phases: Exploration Phase and Haunt Phase. Players take turns exploring the house, moving through rooms, discovering new areas, and collecting items and omens. Their movement is determined by their current Speed value, allowing them to move through discovered rooms or discover new ones by entering doorways leading to unexplored areas. When moving into an unexplored area, a Room tile is drawn from the stack and connected to the current room. Some rooms have symbols indicating drawing Event, Item, or Omen cards, which must be followed according to their instructions. Omen Cards trigger Haunt rolls, where players roll six dice to determine if the Haunt begins based on the number of Omen cards drawn so far. The Traitor's role is revealed by the room and Omen card triggering the Haunt, with one player taking on the Traitor role and the others becoming heroes. Each side reads their objectives and rules for the Haunt scenario. The game continues with heroes trying to complete their objectives while the Traitor works against them. Heroes win if they complete their objective, while the Traitor wins by completing theirs. Characters can die if their trait drops to the skull symbol, and items have no item limits unless stated otherwise. Some rooms have special rules or effects that come into play when a character enters.

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