

BATTLE AXE TERMINOLOGY

Action	A Hero can perform an Action during his Turn such as fight, shoot or open a door
Adjacent	Two minis are adjacent if their spaces touch, even if just the corners touch. A hero has 8 adjacent squares.
Automatic / Automatically	Something automatically happens without the need to roll dice.
Campaign Codes	Heroes are awarded these codes through the campaign, which influence the campaign.
Cast	The act of a hero or enemy casting a spell.
Clear Sight	A mini has 'Clear Sight' of another mini if there are no obstructions (objects or heroes) between the centre of any squares which the minis cover.
Complete the Room	Each room will have text that describes what the heroes need to do to successfully complete it
Enemy	A monster or character within a quest that opposes the heroes.
Fight or Fighting	To attack with a hand-held weapon such as a sword.
He/Him/Himself	These terms are used through the game to represent a hero or player. These terms represent any sex (male, female or other) and are used for brevity instead of 'he/she/they', etc.
Health	This represents how physically resilient a hero is and how many Wounds it can withstand.
Hero	A character within the game, controlled by a player and represented by a mini on the table.
Missile	An arrow, bolt, stone, etc that can be shot at an opponent or hero
No Active Enemies (NAE)	There are NAE whenever all the enemies on the table are dead or are behind doors that they cannot/will not open. At this point combat is over and all heroes have a speed of 10.
Party	This represents the group of heroes.
Percentage Dice (D100)	To obtain percentage score (1 to 100), roll two D10 dice. The first roll represents the 'tens', the second represents the 'unit'. Rolls of 3 and 7 results in '37%'.
Player	The person at the table controlling a hero.
Priority	This is how an enemy intends to attack.
Quest Room	This room is the ultimate goal, where the objective of the quest can be completed
Race	A hero's race reflects his heritage: Deviling, Dragonian, Dwarf, Elf, Gnome, Halfling, Half-orc or Human.
Role	A hero has a role that reflects his training and background: Adventurer, Barbarian, Burglar, Druid, Fighter, Paladin, Priest or Wizard.
Roll For It (RFI)	Sometimes an event will randomly affect one of the heroes. In order to decide which hero is affected each player must 'Roll For It': each player rolls D100 dice for their hero - the one with the highest roll is affected.
Round	During a Round, every Player and Enemy has a Turn
Shoot or Shooting or Shot	To attack from a distance by firing an arrow or throwing something at an enemy that is not adjacent.
Specific Actions	Some rooms will describe the rules for specific actions that a Hero can perform, such as searching the room or attempting to cross a chasm.
Square	Rooms and passages contain a grid of squares. A hero stands on a single square and is adjacent to 8 surrounding squares.
Stats / Statistics	Heroes have several statistics that represent their attributes and abilities: Health, Speed, Number of Attacks, Attack Success, Missile Success, Defend Success, Height and Weight
Trait	Each hero has 2 traits based on his Race. These can typically be used just once each per Quest.
Turn	During a Player's Turn his Hero can move and take an Action
Unconscious	When as a hero's Health falls to Zero he immediately falls to the ground, unconscious.
Use My Luck	To 'Use My Luck' the Player can re-roll a single dice roll that has been made for the hero or against him
Vital Hit	If an attacker rolls an attack roll of 5% or less then then he automatically hits a vital area of the defender: a) the defender cannot defend b) the defender takes 2 wounds
Wounds / Wounded	Each time a hero is injured (by an attack, spell, traps, etc) then he is wounded and so loses that amount of Health. For example, a hero that receives 2 Wounds loses 2 Health.

DICE

Door Dice: (D6)		Roll this dice when opening a door to find out what is beyond: R = Room, P = Passage
Quest Room Dice: (D6)		Once 5 rooms have been completed roll this dice when a new door is opened to find out what is beyond: Q = Quest Room, Blank = Passage
D6/D10/D20		6, 10 and 20 sided dice
D100 (percentages)		There is not an actual 100 sided dice. Instead roll D10 twice - once for the 'tens', then again for the 'unit'. <i>Example - rolls of 3 and 7 results in 37%.</i> Percentages are used throughout the game to attack, defend, RFI, etc.

GAME COMPONENTS

Character Block	This includes the Stats for Ready-to-Play heroes plus traits.
Coin Bag	Contains coins
Console	Players have a console for each hero to keep track of his stats and equipment
Dice	The term dice is used throughout the rules to represent 1 'die' or multiple 'dice'.
D6/D10/D20	Six, Ten and Twenty sided dice (results are 1 to 6, 1 to 10 and 1 to 20).
Game Mat	The mat where the Room, Passage and Event cards are placed
Item Deck Mat	Item cards are kept here
Flagstone Tile	The floor of some rooms or passages are made of large flat flagstones, each taking up a square. These have a number or letter on the under-side.
Passage	Although the word passage is used within the rules it does not necessarily represent a straight corridor with brick walls. For some quests a passage could represent an uneven tunnel within a cave complex or a path through a dense forest or jungle.
Mini	A miniature model that represents the hero on the table.
Mini Token	Used to represent an enemy where a mini is not available.
Race Blocks	Each race has a table to create a hero: it shows the hero's base statistics based on his race.
Role and Equipment Block	A table used to create a hero: it shows the adjustments to a hero's base (race) statistics based on his role and starting equipment.
Room	Although the word room is used within the rules it does not necessarily represent a square room with brick walls. For some quests a room could represent a cavern within a cave complex or a clearing within a dense forest or jungle.
Room Content Pieces	This represents the furniture, terrain and other items in a room that are not enemies or doors, such as a table, barrel, chasm, open fire, etc. In the game they are represented by an actual piece, such as a chest, or by a Room Content tile.
Room Content Tiles	Used to represent Room contents where an actual piece is not available.
Starting Block	There are 2 starting blocks, one for 'Race', another for 'Roles and Equipment'. Players use these blocks to create their own unique heroes.
Stick Tokens	These are used in some rooms to represent items such as rods.