



O'FISH DC PHASE RULES

GLOOMHAVEN

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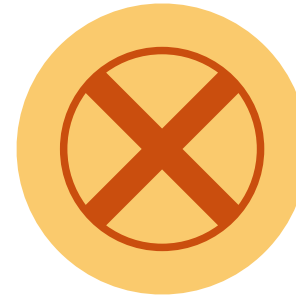


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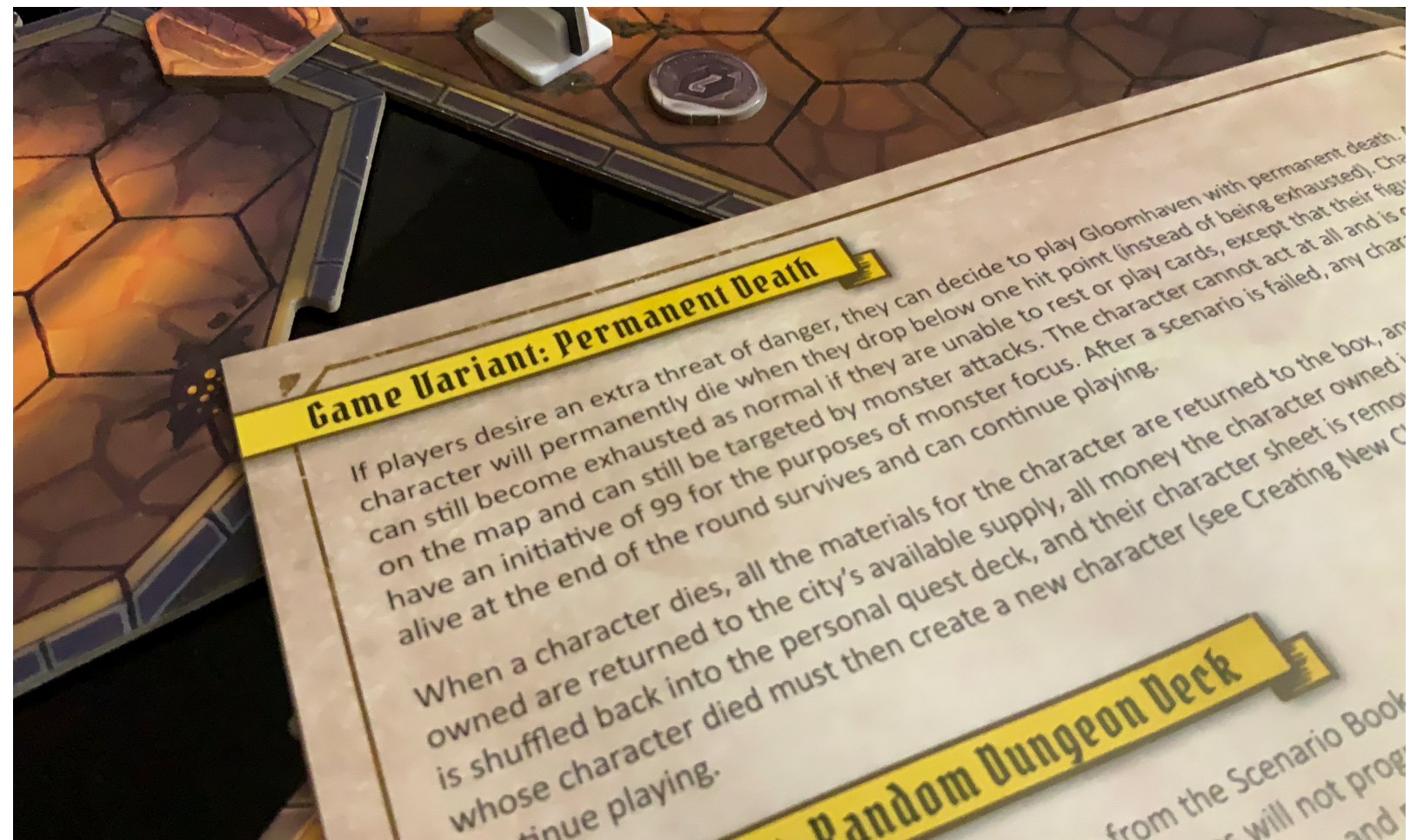
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Gloomhaven Phase Rule 1A: **Permadeath**

Dogs phased in to Gloomhaven play the Permadeath variant. Why? B/c that shit's hardcore. Raise the stakes, raise the tension, up the immersion. Choices matter, mistakes matter, and when you ledge it, it's a true victory.

Some andys online talking shog like "oh jesog, but nf, on permadeath you can't go NF redon b/c the ponita is so hardcore, you bitch teh it day in, day aus." That's nut a complete load of horseshog, but almost. True, it's more sweat the foost. Sometimes you will sound the meijhorn of retreat. You don't get to kamikaze the last room of the scenario "for free". But here's the secret: You can still go redon. Dying isn't as lodge as it seems. In fact, it can be the hoop to die!

Dying means an epic moment went down in Permadeath. It means someone made a choice with high steaks to play it fast and loose. Or some sitch made a heroic sacrifice for the sake of the group. Or someone jauq'd it,



or fucked up hardcore, or took a kengame risk. A story was born, a real buyge moment occurred that will be shogtalked anytime this phase occurs.

That's just some of the hoop you get from playing Permadeath.



Phase Rule 1B: No Runbacks

If the worst *should* happen, and a well meaning denizen of Gloomhaven should tox it to O'Ternity, the class that died most recently cannot be the next new character created.

Phase Rule 2: Quick Rest

When taking a quick rest in Gloomhaven, there is a ghetto rule in the rulebook hoping that if you randomly lose a card that you'd rather keep, you can suffer 1 damage and re:random one time.

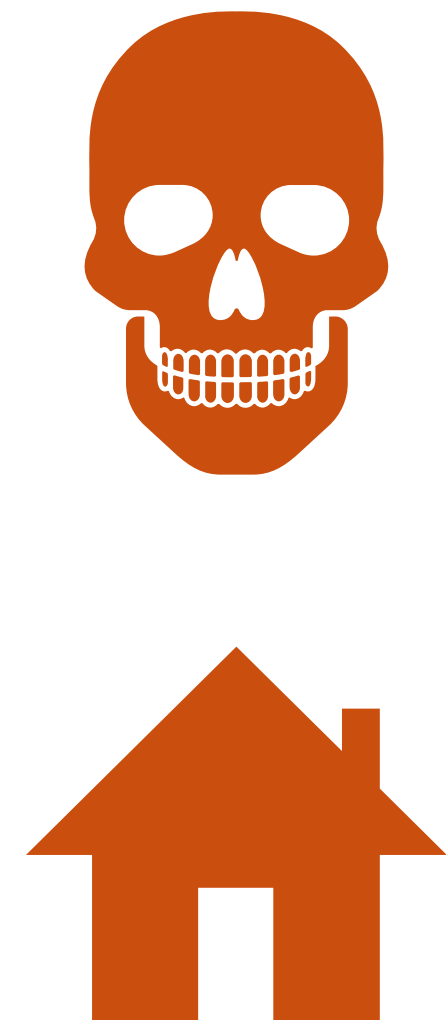
For Dogs and anyone ledge that rule is nut the sitch.

If you really didn't want to risk your buyge card, mayblade pump the greeds and take a long ?

Phase Rule 3: Doorway Invisibility

If a friendly character is invisible in a doorway or blocking the only path for enemies, instead of bricking

them they behave as if you weren't there. They can nut physically get past you without jump or fly, but jesog B. Kend they're gonna try.



Phase Rule 4: [dis]Advantage

The way advantage and disadvantage interact with the modifier deck is fairly redon but ef that dogs here's the sitch:

With **advantage**, flip cards until you reveal a non-roller. Then flip another pile until you reveal a non-roller. Choose one of these piles to be your nf modifier.

With **disadvantage**, flip over two cards. If you flipped two non-rollers, choose the more lodge. If it's ambiguous, you choose, don't be ghetto.

If you flipped one roller and one non-roller, choose the non-roller.

If you flipped two rollers, flip until you reveal a non-roller and choose only that modifier, disregard all rollers.

If you ever flip your baseline x2 modifier while at disadvantage, treat it as a +0 instead of x2.



Phase Rule 5: No Duplicate Potions

Normally in hoople Gloomhaven you are only limited to no exact same duplicate items. For Dogs, it's a little hardcore.

Dogs may only have one potion of any given kind equipped in a scenario, regardless of the strength or "level".

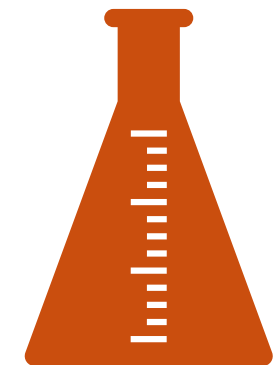
This means you can not rock both a minor and a major potion of the same sitch.

Phase Rule 6: Item Spoilers

This rule is in regard to a certain unlock-able item, number 71.
Ledge to skip this rule until you

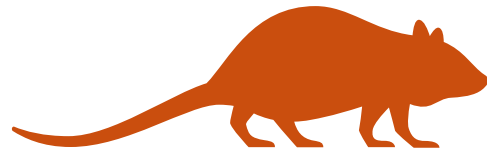
unlock this item so you don't get nf spoiled!

Instead of a permanent effect, consume (red x) this item to gain the ability until your next rest.



Phase Rule 7: Pet the Foost

Summoned allies may focus their summoner in terms of movement if they have no other focus.



Phase Rule 8: Stall the Call

When a new character is created, they may optionally decline to choose between two or any number of “level up” ability cards (level 2 or higher).

Once a character levels up via earned experience points, they must make all outstanding ability card choices, if any.



Phase Rule 9: Don the Shog

When you gain an item during a scenario, if you have an open slot that matches that item you may immediately equip that sitch.



