

Tomb Raider Rules

V1.2 - Slippery When Wet

We merely provide the additional rules to version 1.1 that appear in the Slippery When Wet Rulebook here.

There are three new types of locations: Wet, Dry, and combos that are Wet/Dry.

Locations: Some locations are "underwater". These are "Wet" locations and so have a "Wet" icon. All other locations are "Dry." Some game effects can flood a dry location, making it a wet location, while others can drain all the water from a wet location (making it dry). Any change like this is permanent. When a change like this happens, any creature at that location that is not wet/dry is killed. Any other non-wet/dry obstacles or location text is inactive until such time that the location can be returned to its previous state (wet or dry). Special locations cannot be flooded/drained.

Obstacles: Wet ones can only be played at wet locations. Wet/Dry ones can be played at either wet or dry locations. Any other obstacle is dry and can only be played at a dry location. Note: If an obstacle card is wet/dry, then any time that obstacle appears on a location it is also wet/dry. This includes Dark obstacles, Rats and Crocodiles.

Discoveries: Can be played at either wet or dry locations, except for a new kind called a "Companion". Discoveries work normally at both wet and dry locations except for weapon items. Wet/dry ones work equally well at either location. Wet weapons work do not work at dry locations. All other weapons are dry and don't work at wet locations.

Note: Save points are considered wet/dry and so do not become inactive even if the location is flooded or drained, even if printed on the location card itself.

Wet Combat: If you win a fight test at a water location and you are not using a wet or wet/dry weapon, you do base damage of 0, not 1.

Air Supply: You start with an air supply of 6. If an effect or rule tells you to "fill" your air supply, you change your supply to its maximum. If you are told to increase your supply by a set amount, it still cannot go above your maximum. If your supply drops below 1, you die and have to start the level over. If you enter a dry location, rest, or start a new level, fill your air supply to your maximum. When you enter a wet location you lose 1 air supply. Each test you make during the action or search round at a wet location also forces you to lose 1 air supply.

Companion Discoveries: These are treated like normal discoveries, except that they can only be discovered at dry locations. In addition, you can only control 1 copy of any given companion card at a time. Companions cannot be saved either.