



**A GAME OF CRAFTING + COMBAT**  
**FOR 2-4 PLAYERS • 20-35 MINUTES**  
**BY JOE MEDWID**

# **RULES OF PLAY**

# INTRODUCTION

Feuds between the four great clans are as old as the very roots of Mount Modan.

The Steelshapers, the most accomplished and respected smiths in all dwarfdom. The Undermines, devious recluses who dwell in The Mountain's fiery heart. The Skymauls, freely roaming the wild hills and forests, disdainful of their cousins' avarice. The Blunderbusses, tinkerers in-extra-ordinary, responsible for many of the greatest technological advancements (and disasters) in dwarven history. Each powerful, each influential, each bearing grudges against one another so ancient that none now remember their origin.

Blessed with a wealth of natural resources, particularly metal ore and hearty wood, Mount Modan is the most prosperous of all dwarven settlements. Through tentative alliances, collaboration, and the blessings of the Great Forge, all dwarves of The Mountain thrive. Every resident knows, however, that the old feuds could boil over at any moment. These occurrences became so frequent that a formal system was put in place to diffuse the situation with minimal bloodshed. The clans each choose a champion who, with the support of their kin, forges the finest arms and armaments their skills can muster. The champions then don the fruits of their craft and face each other in terrible and glorious combat!

# GAME OVERVIEW

In Dwarf Dice, you take on the role of a famous dwarven warrior, a champion of your clan fighting for glory, honor, and dominance. To win, you'll need to harness the dwarven values of strategy, craftsmanship, and just a bit of luck.

Before entering the field of battle, you'll need to hoard resources and craft equipment in the Great Forge, the center of all dwarven culture. Once properly equipped, you'll call out an adversary to face in single combat, fighting until only one champion is left standing!

## **Players:**

Two to Four

## **Contents:**

1 Great Forge

4 Champion Sheets

8 Power Gems

12 Dwarf Dice

42 Armory Cards

## **Objective:**

Earn glory for your clan by being the first to reduce all opponents to 0 or less Endurance.



# SETUP

Each player needs...

- 1 Champion Sheet (Chosen at random)
- 2 Power Gems

Each player should place their Champion Sheet in front of them, with one Power Gem on their Active Power and the other gem at 6 on their Endurance Tracker.

Place the Great Forge in the center of all players. Lay all Offensive cards to the left of the Forge, and all Defensive cards to the right. These cards form the Armory. Once each card has been placed, consult the chart below and add additional cards to the Armory depending on the number of players.

The shortest (or hairiest, if you prefer) player goes first.

### CHAMPION CARD ANATOMY

1. Champion Name
2. Champion Portrait
3. Passive Power description
4. Active Power description
5. Endurance Tracker

	One Dice	Two Dice	Three Dice
Two Players	+1	-	-
Three Players	+2	+1	-
Four Players	+3	+2	+1

1. Armory (Offensive Items)
2. Armory (Defensive Items)
3. The Great Forge
4. Resource Dice (12)
5. Power Gems (8)

# ORDER OF PLAY

On each player's turn, they will choose from one of two actions:

1. Crafting
2. Combat

The game continues until all but one Champion has been reduced to 0 or less Endurance.

## 1. Crafting

Crafting allows your champion to create the powerful arms and armor that you'll need to overcome your foes. Crafting has two distinct phases – Hoarding and Forging.

### 1.a Hoarding

Hoarding represents the combined mining, forestry, and alchemical efforts of your clan as they strive to provide their champion with the highest quality components. To Hoard, roll 9 dice. Each face represents a different resource.

#### RESOURCE DICE



#### Blue - Metal

Light, strong, and malleable. Used primarily for forging Offensive equipment.



#### Brown - Wood

A sturdy mountain species with stoney bark. Used primarily for forging Defensive equipment.



#### Yellow - Alchemy

This precious arcane substance can be used as either a Wood or Metal die.



#### Red - Null Rune

The results of powerful alchemy gone wrong. Renders a square unusable for Forging.

If a player rolls a Null Rune, the opponent to their left must place that die in any space on the Forge, preventing it from being used for this round of Crafting. Null Runes may not be placed on the center square of the Forge.

After all Null Runes are placed, the Forging phase begins.

**Hoarding Roll**

M M M M  
W W W A

Grim rolls his nine dice and gets four Metal, Three Wood, one Alchemy, and one Null, which Bron places on the forge to block his crafting.

### 1.b Forging

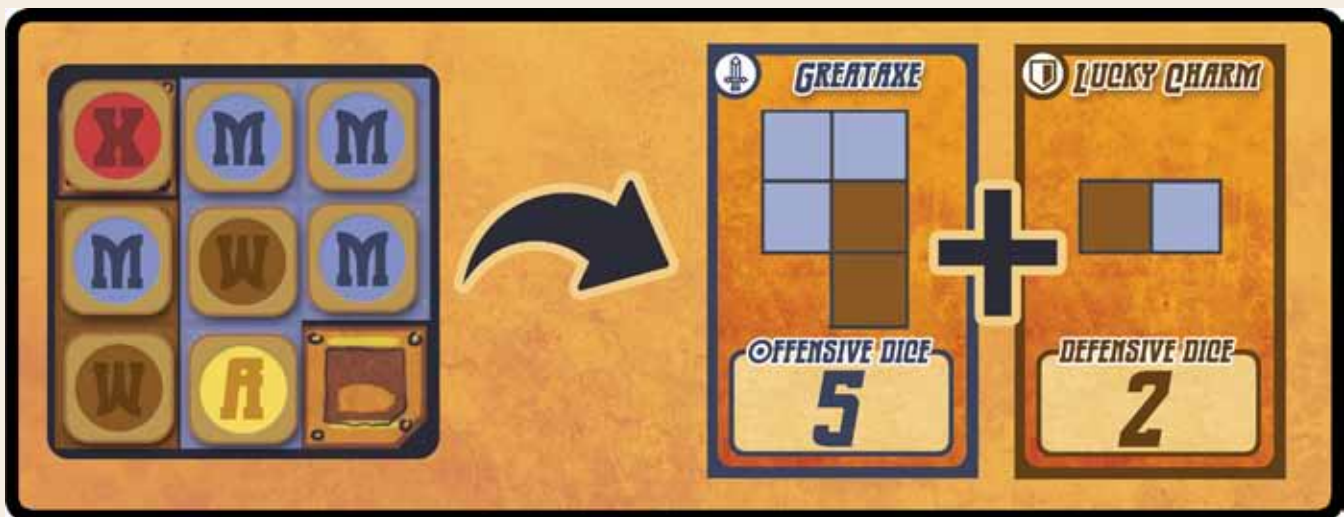
During Forging, the player has the opportunity to forge up to **one piece of Offensive equipment and one piece of Defensive equipment.**



To forge an item, players must use the appropriate resources (Metal, Wood or Alchemy) to replicate an item from the Armory. **Items may be mirrored or rotated**, but must otherwise remain as represented on their card. Spaces containing a Null Rune may not be used for forging. If all cards for a particular piece of equipment have been taken from the Armory, it may not be crafted.

If forging two pieces of equipment, both must fit on the Forge at the same time. No piece of equipment may share a resource with another. For example, the wooden hilt of a Longsword may not be used to help craft a Lucky Charm.

Once all equipment has been crafted, the active player takes the corresponding card for those items from the Armory, places them into his hand, then removes all dice from the Forge. Play then passes clockwise to the next player.



## 2. Combat

If a player has at least one piece of Offensive equipment in their hand, they may choose to challenge another Champion to single combat rather than Crafting. Each player starts with 6 Endurance. If a player is reduced to 0 or less Endurance, they are defeated, and must return to their clan disgraced (in addition to being eliminated from the game!).

### 2.a Choosing Equipment

To attack, a player calls out another Champion to engage in single combat.

As there's no honor to be gained in preying on the weak, the player with the lowest remaining Endurance cannot be chosen as a target unless they are tied for the lowest remaining Endurance or are the only other remaining player.

The attacking player secretly chooses a number of Offensive cards from their hand, whose total value does not exceed 6. For example, a player might attack with both a Longsword (3 dice) and a Hatchet (2 dice), for a total of 5 Offensive dice. The defending player secretly chooses any number of Defensive cards from their hand whose total value does not exceed 6.

## ATTACKER



The attacker reveals a Greataxe for a total of **5 Offensive Dice**

## DEFENDER



The defender reveals a Buckler and Pauldrons for a total of **6 Defensive Dice**

### 2.b ATTACK!

Once all Offensive and Defensive items are picked, both players simultaneously reveal their selected card(s). Traditionally, this is done by counting down from 3, then issuing forth your most fervent dwarven battle cry. Each player then rolls a number of dice equal to the combined value of their revealed cards (Between 0 and 6).

After all dice are rolled, the attacker places all rolls resulting in an Alchemy or Metal in front of

the Defender. The Defender may then assign a single Wood or Alchemy roll to each of the Attacker's dice to negate their damage. The Attacking player scores a hit for every unblocked Metal or an Alchemy die, while the Defending player negates a hit for every roll that results in a Wood or an Alchemy.

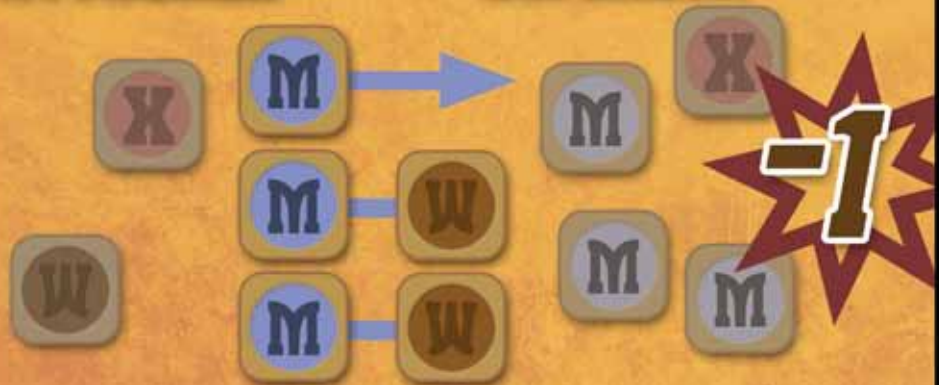
Once a piece of equipment has been used in combat, return it to its original position in the Armory. These items are then available to be forged by other players.

## ATTACKER

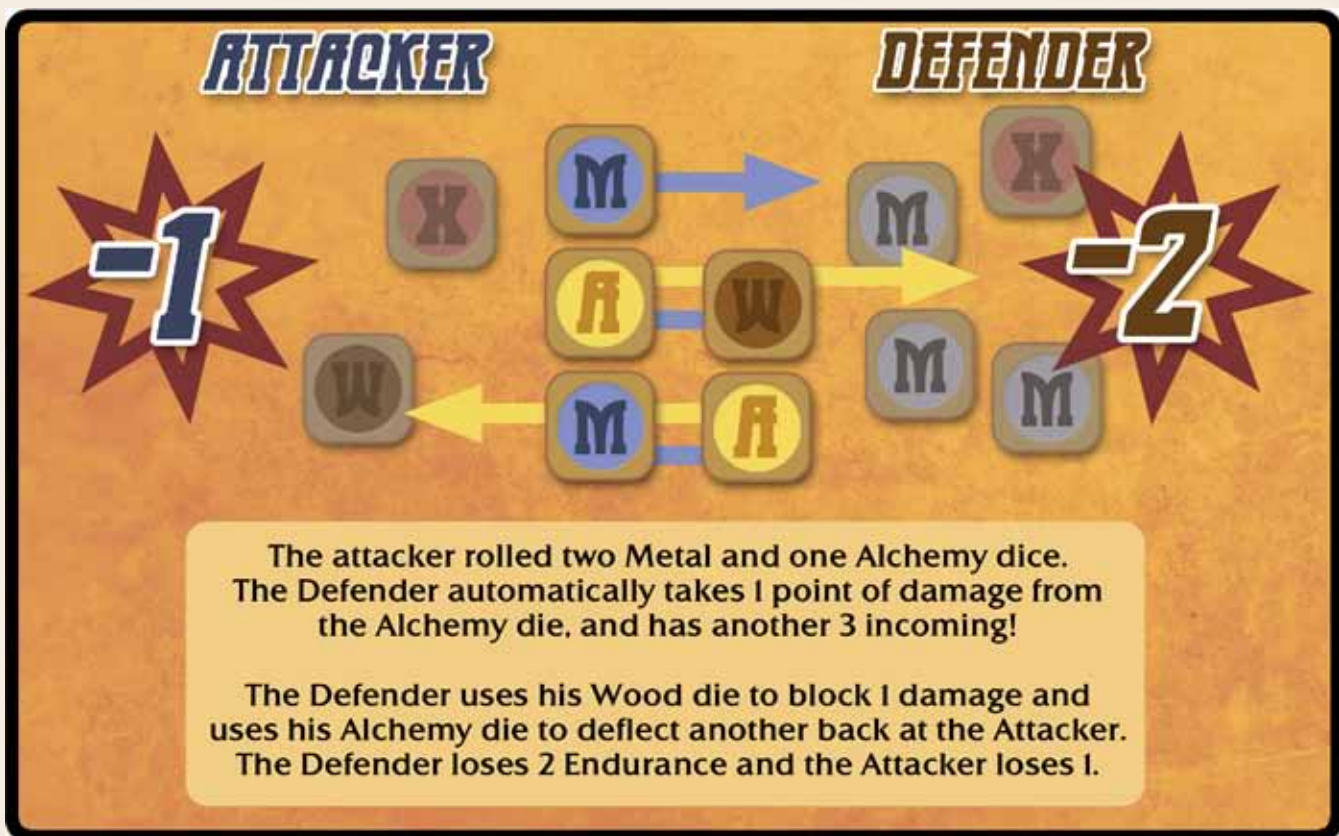
## DEFENDER

The Attacker has three Metal dice, for a potential 3 points of damage.

The Defender only has two Wood dice with which to negate that damage, so he loses 1 Endurance.







## 2.c Crits and Counters

An Attack roll that results in an Alchemy is especially potent, representing an armor-piercing strike. Treat Offensive Alchemy dice as you would a Metal die, with the exception that the Defender automatically takes 1 damage before assigning Defensive dice.

Similarly, a Defense roll that results in an Alchemy represents a heroic counter-attack. Treat Defensive Alchemy dice as you would a Wood die, with the exception that when assigned to block an Offensive die, the attacker takes 1 damage (damage from the attacker's die is still prevented as normal).

## Damage and Defeat

For each point of damage your champion takes, move your Power Gem one step to the right on your Endurance Tracker. If a player is reduced to 0 Endurance or less at the end of combat, they are defeated! The game continues until only 1 clan champion is left standing.

If two champions are reduced to 0 Endurance or less in the same combat, they are both eliminated. If they are the only players remaining, the player who initiated the combat is declared the victor.



# Champions and Powers

Each clan champion has two powers – One Passive power that may be used any number of times, and one Active power that may only be used once per game. Once an Active Power has been expended, remove the Power Gem from the ability's description on your clan sheet to indicate that it's been used.

## Bron Steelshaper

### Passive: Mark of Quality

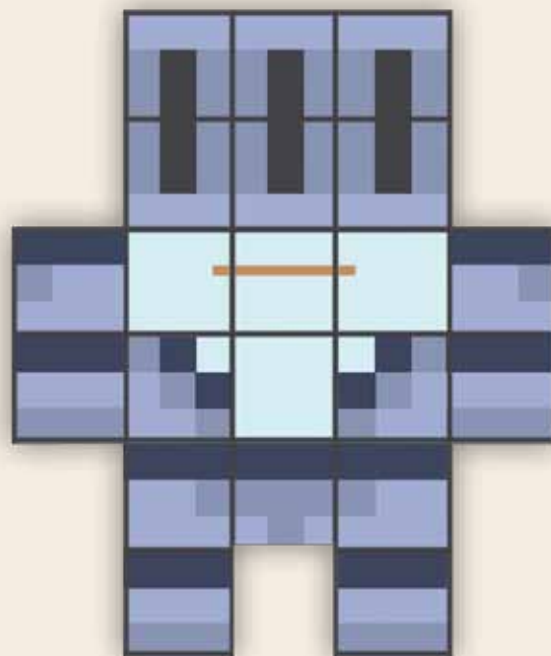
*True to their namesake, Steelshapers are expert craftsmen who excel at removing imperfections from their forge.*

When crafting, you may set aside 1 Null Rune rather than having your opponent place it on the Forge. Additional null runes are placed on the Forge as normal.

### Active: Forge's Fury

*Masterfully crafted equipment can slice through the thickest armor and deflect the fiercest of blows.*

Use while attacking or defending, after all dice have been rolled. Set aside all Alchemy dice rolled by your opponent. They may not be used this combat.



## Grim Undermine

### Passive: Fiery Rebuke

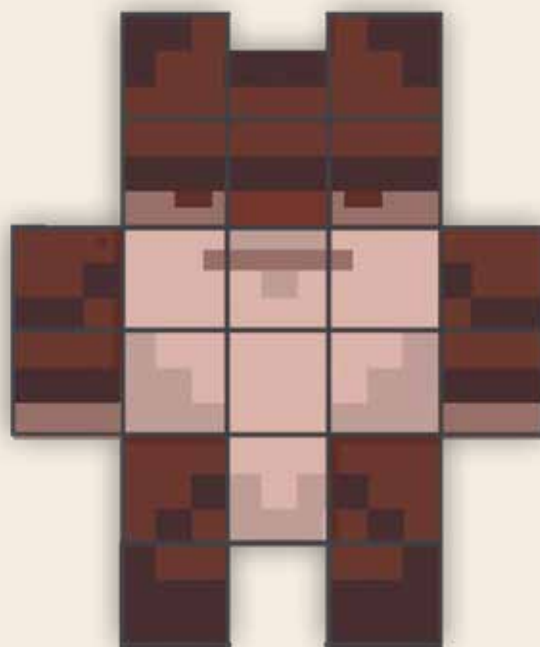
*The Undermines have bent fire itself to their dark will, wielding it as a retaliatory weapon against any who dare oppose them.*

After any combat in which you were attacked and took at least 1 damage, you may roll a single die. If the result is a Metal or Alchemy, deal 1 damage to the attacker.

### Active: Dark Pact

*Consorting with nameless powers of The Deep has granted Undermines control over the power of Null itself. But at what cost?*

Use after rolling dice during Hoarding, before your opponent places Null Runes on the Forge. Choose Wood or Metal – Change all rolled Null Runes to the selected resource.



# Gor Skymaul

## Passive: Adaptability

*While their techniques are not the most refined, none deny the Skymaul's skill in crafting simple but brutally effective arms and armor.*

When Forging, you may craft an additional Buckler or Dagger. This item does not count towards your limit of one Offensive and Defensive item per Forging. You must have the resources to do so, and the equipment must fit on the Forge.

## Active: Furious Assault

*The armor-shattering fury of a Skymaul in battle is a sight to behold.*

Use while attacking, after your opponent has revealed their defensive items. Subtract 1 from their total number of Defensive dice rolled for each Offensive card with which you are attacking.



# Belinda Blunderbuss

## Passive: Shrink Ray

*Blunderbuss technology has turned the tide of countless battles. That is, when it works.*

While in combat, if you and your opponent reveal the same number of total dice, subtract 1 from the total number of dice they may roll this combat.

## Active: Upgrade!

*If there's one thing a Blunderbuss can't stand, it's another clan having bigger toys.*

Use after an opponent finishes forging. Exchange a piece of equipment in your hand with the item just forged. The exchanged item may cost no more than 2 dice less than the forged item.

