

ACTION MATRIX

| Move | Grumble | Interact | Evade | Carry | Reload | Climb | Up | | | Engage | Attack | | | Over-watch | Rush | Jump | Search | Fury | Barge | Duel | Defend | Circle |
|---------------|---------|----------|-------|-------|--------|-------|-------|------|-------|--------|---------------|--------|--------|------------|------|------|--------|------|-------|------|--------|--------|
| | | | | | | | Stand | Leap | Reach | | Ranged Attack | Attack | Attack | | | | | | | | | |
| Move | N | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✗ |
| Grumble | ✗ | N | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Interact | ✗ | N | ✓ | ✗ | ✗ | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Evade | ✓ | ✓ | N | ✗ | ✓ | ✓ | ✓ | ✓ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✓ | ✗ |
| Carry | ✓ | ✗ | ✗ | N | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Reload | ✓ | ✗ | ✓ | ✗ | N | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Climb | ✓ | ✗ | ✓ | ✗ | ✗ | N | ✓ | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ |
| Stand Up | ✓ | ✗ | ✓ | ✗ | ✗ | ✓ | N | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ |
| Crawl | ✓ | ✗ | ✓ | ✗ | ✗ | ✗ | ✗ | N | ✓ | ✓ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Engage | ✓ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✓ | N | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✓ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ |
| Reach Attack | ✓ | ✗ | ✓ | ✗ | ✗ | ✗ | ✓ | ✗ | ✗ | N | ✓ | ✓ | ✗ | ✗ | ✗ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Leap | ✓ | ✗ | ✓ | ✗ | ✗ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✗ | ✓ | ✓ | ✓ | ✓ | ✗ |
| Ranged Attack | ✓ | ✗ | ✓ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | N | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Over-watch | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | N | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Rush | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | N | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| Jump Up | ✓ | ✗ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✗ | ✗ | N | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ |
| Search | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | N | ✗ | ✗ | ✗ | ✗ | ✗ |
| Fury | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | N | ✗ | ✗ | ✗ | ✗ |
| Barge | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | N | ✗ | ✗ | ✗ |
| Duel | ✓ | ✗ | ✗ | ✗ | ✗ | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | N | ✗ | ✗ |
| Defend | ✓ | ✗ | ✗ | ✓ | ✗ | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | N |
| Circle | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ |
| When Engaged | ✗ | ✓ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ | ✗ | ✗ | ✗ | ✓ | ✗ | ✓ | ✗ | ✗ | ✗ | ✓ |

The action matrix shows what actions combine with onther actions during the game. The last row also shows what actions may be used if a Model has been engaged before its activation

Equipment Reference Sheet

| Close Combat Weapons | Special Rules |
|----------------------|---|
| Sword | One Hand, Riposte |
| Axe | One Hand, Brutal |
| Hammer/Mace | One Hand, Bludgeon |
| Pick | One Hand, Piercing |
| Two-Handed Sword | Two Hands, Riposte, Cumbersome, Great |
| Great-Axe | Two Hands, Brutal, Cumbersome, Great |
| Maul | Two Hands, Bludgeon, Cumbersome, Great |
| War Mattock | Two Hands, Piercing, Cumbersome, Great |
| Broadsword | One Hand, Riposte, Heavy |
| Battleaxe | One Hand, Brutal, Heavy |
| Warhammer | One Hand, Bludgeon, Heavy |
| Warpick | One Hand, Piercing, Heavy |
| Spear | Reach, Versatile [Two Hands, Riposte] |
| Halberd | Two Hands, Reach, Cumbersome, Heavy, Shieldbreaker |
| Glaive | Two Hands, Reach, Brutal |
| Extra Weapons | Choose which to use at the start of the Contest, 2 nd Hit from 2 nd weapon |
| Paired Weapons | If Warrior wins Contest, roll a D6, if a Success 1 extra Hit caused, then roll again, keep rolling until you fail to roll a Success |

| Ranged Attack Weapons | Type | Strength | Range | Special Rules |
|-----------------------|------------------------|----------|-------|--|
| Crossbow | Regular | 4 | U | Two Hands, Brutal, Loaded, Fast Reload |
| Arbalest | Regular | 5 | U | Two Hands, Brutal, Loaded, Cumbersome |
| Pistol | Blackpowder | 5 | 5 | One Hand, Piercing, Loaded |
| Musketoon | Blackpowder | 4 | 4 | One Hand, Spray, Loaded |
| Firelock | Blackpowder | 6 | U | Two Hands, Piercing, Loaded |
| Blunderbuss | Blackpowder | 5 | 5 | Two Hands, Spray, Loaded |
| Bomb | Blackpowder/ Thrown | 5 | 4 | Lob, Blast, Piercing |
| Firebomb | Blackpowder/ Thrown | 3 | 4 | Lob, Blast, Ignite |
| Throwing Axe | Thrown | User | 3 | |

| Armour | Special Rules |
|-------------|---|
| Shield | Save Roll |
| Greatshield | Save Roll x 2 Cumbersome |
| Hardcoat | If Casualty, flip card. On a ♥, leave Warrior in the Wounded State. |
| Mail | + 1 Resilience |
| Breastplate | Removes one additional Success after the first on a Damage Roll. |
| Platemail | + 2 Resilience Cumbersome |
| Full Plate | + 2 Resilience + Breastplate bonus Cumbersome |

| Light Sources | Type | Strength | Range | Special Rules |
|---------------|--------|----------|-------|--|
| Lantern/Torch | Thrown | 3 | 4 | One Hand, Ignite, Improvised Weapon, Light source. |

Lanterns and Torches can be used as Improvised Weapons in combat or in Ranged Attacks. Lanterns are destroyed if they hit anything.

Fight Phase

All Engaged Models will fight in an order dictated by The Fated One

Contests

1. **Roll Contest Dice** - Both sides roll dice equal to MS +/- any modifiers.
2. **Most Successes Wins** - if a Draw both sides add 1 D6 to their pool and re-roll dice until one side wins.
3. **Hits** - The winner inflicts 1 hit for each point of difference in the number of Successes each side rolled (Max hits = Agility of the winning Model).
4. **Drive Back and Press the Attack** - Loser gets pushed back, winner can enter that square.
5. **Resolve Save Rolls** - For each Hit roll all your Save Rolls, and Successes will negate the Hit.
6. **Resolve Hits & Damage** - Roll dice equal to Winners Strength minus losers Resilience for each Hit. Each Success on the Damage Roll causes a point of Damage on the Model. Warriors will also be Knocked Down.

| | | |
|---|---|--|
| <p>Outnumbered Contests Each additional Model after the first in a Contest adds +1 to Attacking Model's Martial Skill.</p> <p>Shrouded Monsters win draws Causing one Hit.</p> <p>Damage to Monsters Swarm, Brood and Brute Monsters are removed if they take any Damage. Beasts and Hellion accumulate as normal.</p> <p>Wounded State When Resilience reduced to 0, all other Characteristics -1.</p> | <p>Cornered Models Hits against Cornered Models are at +1 Strength</p> <p>Knocked Down Models Knocked Down Models fight with -1 Martial Skill and are Cornered.</p> <p>Valor Change any one dice into a Success</p> <p>Fortune Turn any Hit into a Flesh Wound, or turn any 1 Damage Hit into none.</p> <p>Flesh Wound One Damage, not Knocked Down.</p> | <p>Instant Death! If three 6's are rolled on a Damage Roll, it causes Instant Death! The Warrior is dead and will be removed from the game instantly. Remove from crew in Campaigns.</p> <p>Two-Handed Weapons Lanterns and Torches must be dropped in the Fight Phase if using a Two Handed weapon.</p> <p>Improvised Weapons Two-Handed Ranged Attack weapons must be used as Improvised Weapons in any Contest if fired that turn. (-1 MS & S)</p> |
|---|---|--|

Event Phase

The Event Phase follows the sequence below:

| Card | Basic Event Table |
|-------|--|
| Joker | Noises From Below - Next turn, whenever any Warrior is Activated they must pass a Nerve Test or must perform a Grumble Action. |
| A | Trap! - ♥ Bolt Trap, ♦ Spike Trap, ♣ Explosive Trap, ♠ Runespark Trap - see page 50-51 |
| K | Beast - Place a Beast on the Monster Entrance. |
| J-Q | Brute Monsters - Places Brute monsters on the Monster Entrance. ♥ & ♦ x 1 ♣ & ♠ x 2 |
| 9-10 | Monster Brood - Places Brood monsters on the Monster Entrance. ♥ x 1 ♦ x 2 ♣ & ♠ x 3 |
| 7-8 | Swarm - Places Swarm monsters on the Monster Entrance. ♥ x 2 ♦ x 3 ♣ x 4 ♠ x 5 |
| 6 | No Event |
| 5 | Time is Running Out - Reduce the Fuel Counter by one. If Fuel is at zero, one Light Source goes out. If no Light Sources, all Models take Danger in the Dark. |
| 4 | Cave In - Resolve a Cave In on a random Warrior |
| 3 | Portcullis - drops down on door closest to random Warrior |
| 2 | Promise of Loot - Crew gets +1 action card next phase and +1 to any Search Table results. |

1. **End all Engagements**
2. **Turn Back!** - once a Crew has been reduced to less than half of their starting number of Warriors, the Crew's Leader must take a Turn Back! Nerve Test. If failed the game is over as that Crew retreats.
3. **Check for Objectives** - See if either side is holding any objectives, and check the scenario to see what happens.
4. **Light Sources** - If the Fuel Counter has run out, roll a D6 for Lanterns and Torches. Otherwise just roll for Burning Spaces or Models. Lanterns go out on a 1. Torches go out on a 1 or 2. Burning Spaces or Models will go out on a 1-3. After rolling to see if Light Sources go out, reduce the Fuel Counter by 1.
5. **Events** - Resolve any ongoing events or effects, then check the scenario for scripted events. Fated One draws an event and checks relevant Event Table.
6. **Turn Ends** - Other Player becomes new Fated One.

QUICK REFERENCE SHEET

Turn Sequence : Delving Phase → Monster Phase → Fight Phase → Event Phase

Delving Phase

Players draw a card for each of their Warriors in the Area of Play. Then in descending card and suit order, Warriors are Activated and take Actions.

Aces and Jokers

Aces can be played First or Last.
Jokers can be played as any suit & value to take priority of Activation

Standard Actions

| | |
|----------|--------------|
| Move | Stand Up |
| Grumble | Crawl |
| Interact | Engage |
| Evade | Reach Attack |
| Carry | Leap |
| Reload | Range Attack |
| Climb | Circle |

Ranged Attack Modifiers

-1 D6 combined with a Move Action.
-1 D6 if the Enemy is Shrouded
-1 D6 Target is at Long Range (seven + squares away)
-1 D6 if Target is Defending
+1 D6 Target is at Short Range (three or less squares away)
+1 D6 if the target is Large.

Reach Attacks

Model chooses an Enemy within Line of Fire and exactly two squares away. Attacking Model rolls dice equal to Martial Skill second value, -1 D6 if target Defending. Enemy rolls no dice. If one or more Successes, a single Hit is scored, Driving Back the Enemy and resolving any Damage as normal. No Press the Attack.

Universal Special Actions

Overwatch ♥

Warrior waits to perform Range or Reach Attack in Enemy turn.

Rush ♦

Warrior may Move at double their Mv characteristic.

Jump Up ♣

Stand Warrior up and perform any Standard Action

Search ♠

Search room or corridor with a Delving Test. If successful, roll 2D6 and check Search Table:

| 2D6 | Search Table |
|------|--|
| 2 | Remove Model as Casualty |
| 3 | Stone Block Trap |
| 4 | Bolt Trap |
| 5 | Gas - Knocked Down and Stunned |
| 6 | Trapdoor - Red = Player Exit Black = Monster Entrance |
| 7 | Nothing |
| 8-12 | Treasure - refer to Search Table page 30 |

Dwarf Special Actions

Fury ♥

+1 Mv and MS. Must be able to see an Enemy. Must Engage a visible Enemy if possible.

Barge ♦

Move, Engage and Drive Back Enemy. Cornered Warriors are Knocked Down. Active Warrior must Press the Attack. Must pass Test to Barge with no Shield.

Duel ♣

Challenge other Dwarves to 1 on 1 Contest until one Dwarf is defeated.

Defend ♠

+2 MS & cannot be Driven Back in Fight Phase. Also, Range & Reach Attacks -1 penalty against Defending Dwarf. If Defending Warrior wins the Contest, no Hits are scored.

Dispersion Table



If Joker flipped, The Fated One chooses

Monster Phase

Warriors that are Shrouded at the start of the Monster Phase must roll 2D6 and check the result on the Danger in the Dark Table.

Monster Activations

Monsters are Activated from Largest to smallest, with The Fated One deciding any ties.

Monster Action Types

| | | | |
|--|---------------|--|---------|
| | Line of Sight | | Engaged |
| | Shrouded | | Bonus |
| | Illuminated | | Default |

| Roll | Danger in the Dark |
|------|---|
| 2 | “He was here a second ago...” Remove the Warrior from the game as a Casualty. |
| 3 | “Curses!” Warrior walks into a Sinkhole Hazard (page 49) |
| 4-9 | “It’s quiet, too quiet..” Nothing happens to the Warrior. |
| 10 | “Just a little one” Place a Swarm Monster Engaged with this Warrior. |
| 11 | “They’ve got me!” Place a Brood Monster Engaged with this Warrior. |
| 12 | “Oh no...” Place a Brute Monster Engaged with this Warrior. |