

## **FAQ**

Which Tiles are used for less than a four player game: Tiles are shuffled and the number of tiles needed is randomly chosen from the shuffled tiles.

Party Definition: A party is all the dwarves of the same clan on the same tile. You cannot separate them into different groups on the same tile.

Commune roll and escape roll: The commune ability of the Elder and the escape roll from the Andesite Pit Roach cannot be increased through the use of grit. These are straight rolls of the die.

Grit Phase: Step 1 says: "Earn Grit if Elder didn't dig or move in turn and is now alone" does not give the player a grit in addition to the Commune Ability of the Elder, these are the qualifications needed to be able to use the Commune Ability and are listed here so the players do not forget about the Elder's special ability.

Elder with Hardened Hermit or Angry Spirit: If a Hardened Hermit or Angry Spirit are in the same tile as the Elder then the Elder is not considered "alone" for purposes of being able to use commune ability.

## **QUARRY CARDS**

Do the hazards played with the quarry cards remain active for the rest of the game like the Hardened Hermit and Angry Spirit? No, encounters played by the cards such as the Gas Effect card are only active for the time it takes for the affected parties to resolve the skill checks.

Since a player can only have five quarry cards at a time, when can a player discard? You can discard cards before drawing new ones... to reduce your hand so that you don't have more than 5 after drawing. BTW... you have to decide how many cards you're gonna' draw before you draw them.

## **ENCOUNTERS:**

What happens with a failed luck roll for each encounter?

For gas, the ENTIRE party is under the effects.

For Lava, Shockwave or Cave-in, ONE dwarf meets his demise. (Death!)

For the Andesite Pit Roach... ONE dwarf is captured, with subsequent attempts each turn to get out or get eaten.

For Water it's different... you make Skill checks and then Luck rolls until you succeed. For every failed luck roll to that point, one of your dwarves washes away to the nearest water tile.

Additional Andesite Pit Roach clarifications:

Does a dwarf that is captured by a Pit Roach count as a specialist or towards the luck rolls for a party? No, the dwarf is considered in a pit and away from the party.

If a dwarf is captured by a Pit Roach can it still be attacked by shock wave or a quarry card? No, the dwarf is considered out of play until after the escape luck roll is made and the trapped marker is removed from the figure.

Additional Water Hazard clarifications:

What happens if there is only one water tile on the table: The dwarves wash around the mountain for a round and then re-surface at the END of their NEXT Dig phase. Basically, their penalty is to lose a turn.

Additional Gas Hazard clarifications:

What can a gassed party do? If someone plays a 'cave in' card on the gassed party are they affected and how does one calculate the luck roll? a party of Gassed dwarves counts all of its members when making a Luck Roll. Likewise, Gassed dwarves can still defend themselves against attack or hazards... and any Specialists present still apply. Think of gassed dwarves not so much as being completely passed out... but disoriented. They're unable to initiate any actions... but they're still coherent enough to defend themselves against hazards.

During the Dig! Phase that the party can not initiate actions the player can still play quarry cards as normal as long as they don't cause the party to take actions (ie. Forced march).

What happens if you have a party of two dwarves in a tile and they are gassed and another one of your dwarves moves into the tile, effectively making it a party of three dwarves: The dwarf or dwarves joining a party that is affected by Gas will become affected upon becoming part of the party.

## **DWARVEN SPECIAL ABILITIES**

When can a dwarf use its special abilities?

The Engineer may use his special ability during the 'special actions' step of the Dig Phase.

The Warrior and Miner use their special ability during the Battle Phase.

The Elder uses his special ability during step 1 of the Grit Phase.

Special Ability Shockwave:

Can the shockwaving dwarf target the hex he is in and thus get two chances to waste his opponents' dwarves (and himself)? No. The Miner has to target a different tile... even if there's no one on it.

Does the Miner have to make a skill check for attacking his own tile if he is the only one in the tile? Yes... he does have to make a skills check for himself (and his party) Likewise, any other dwarves from other parties that are in the same tile that he is shock waving from also have to roll for shockwave/disaster.

Does the shockwave attack have to be against an adjacent tile or can it be any tile? You must attack your own tile and ANY OTHER tile on the board ,except for a starting tile, that has not already been the target of a shockwave attack in that turn.

## **TREASURE**

If I enter the treasure tile and there are two treasures there, can I have two dwarves pick both of them up? No, each PLAYER can control only one treasure tile.

If I am carrying the treasure tile and attack another party of dwarves but loose the battle, do I also loose the treasure? Yes, no matter who attacked the winner of the battle receives the treasure. If the Warrior's special ability Duel was used and neither of the dwarves fighting in the Duel have the treasure, then the treasure does not change hands.