

Dwarven Dig! Errata

On page 7, under item number one, last sentence, the rules states "she has two digging specialists, the miner and the elder." The specialists are Miner and Engineer

On page 7 of the rulebook it states that the Miner Shockwave can result in the death of one, or several, opposing dwarves. Change to say: The Miner Shockwave can result in the death of one dwarf for each party affected by the shockwave.

Page 9, Table: Elder's Commune Ability.

The table says:

1-2 = 1 grit

3-6 = 2 grit

6 = 3 grit

The reference card says:

1,2 = 1

3-5 = 2

6 = 3

The reference card is correct.

Page 9, Step 4 of the Grit Phase, should say: "The high roller chooses whether she is the starting player, or the last player, for the next Round. If she chooses to be the last player, the player to her left becomes the new starting player for the next round."

Page 10, 2nd column, at end of "Water" Description and before "Lava" add:

If there are no other water tiles to move the separated party onto, the party members are placed aside while they wash around the depths of the mountain. Place the dwarves back on the tile at the end of the Dig! phase in the next Round of play.

Treasure does NOT wash away with the dwarves. If all dwarves in a party wash away, the treasure remains in the water tile, unclaimed. A player may choose a treasure-carrying dwarf to wash away, but the treasure gets dropped and may be picked up by any remaining party members During either "Special Actions" step.

Page 11 of the rulebook, under "GAS" - Gassed Parties are not affected by additional Gas hazards, either Quarry Cards or Gas Tiles.

Page 11, 2nd column: add a new Section entitled "Treasure." The new treasure section should help clarify questions about picking up, dropping, and carrying treasures. It should read as:

On Page 13 -
Special Ability: Duel

During the battle phase, the Warrior may initiate a duel instead of engaging in a party battle. In a duel, the Warrior is pitted against one dwarf from the opponent party in single combat. The player initiating the duel chooses which of his opponent's dwarves will be called out to duel. The duel is resolved in the same manner as a party battle (strength + grit played + die roll) for the warrior vs. the single opponent's dwarf that was attacked. The losing party is considered a 'party of one' when attempting a luck roll to see if the dwarf dies.

Page 13, at end of Engineer's description (before Miner) add: After Forced Marching, the party must immediately resolve the tile that they've moved onto.

TREASURE Errata and Clarifications

--Picking Up and Carrying Treasure--

A treasure in the treasure room, or dropped in a tile, may be claimed.

An unclaimed treasure gets picked up, OR dropped at any point during either Special Actions step of the Dig! phase (Steps 1 or 5). The same treasure may not be both dropped and picked up by the same party in the same step!

When you acquire a treasure, place the token under the dwarf figure who's entrusted to carry it.

A dwarf carrying the treasure may hand it to a different dwarf in the same party during a Special Actions step of the Dig! phase. Move the treasure token beneath the new carrier.

Each Player may only have one party of dwarves in possession of a treasure at a time.

--Hazards and Treasures--

If a party with the treasure fails against Lava, Cave-in, Pit Roaches, or anything else, the player may choose the treasure-carrying dwarf to be effected by the hazard. In such cases, the treasure gets dropped immediately, to be picked up again at the during either of the Special Actions step of a player's Dig! phase.

The Treasure may never be trapped with a dwarf.

--Death and Treasure--

If all of the members of a treasure-laden party die, the treasure is left on the tile where the last party member died.

--Stealing Treasure from a Rival Clan--

You may steal another clan's carried treasure by battling them in Group Battle, or in a DUEL with the treasure carrying dwarf. If none of your dwarves is currently carrying a treasure, you gain possession of the treasure immediately after defeating them. (See the Battle Phase.) If the victorious player already has dwarves in possession of a treasure, she may choose to drop the other treasure and claim this one. Otherwise, the losing party of dwarves immediately drops their treasure, which may be picked up again during one of the two Special Action steps of the Dig! phase.

--Treasure & Gas--

A gassed party may not pick up an unclaimed treasure.

END Treasure Errata/additions here.

Quarry Card Errata:

Fissure

Change the following line of text from:

"Bad Luck results in the invoker moving the affected party into any adjacent tile, ignoring intervening walls. "

To:

"Bad Luck results in the invoker moving the affected party, and any carried items (treasure), into any adjacent tile, ignoring intervening walls."