

Dwarves and Droghammers

A 45-minute cooperative game for 1-4 players

Object

The object of the game is to complete the quest described on the Adventure Map and complete the Shared and individual bingo Sheets.

Winning

Completion: Completing the Adventure Map but leaving the Tribe Hammer Shared Sheet incomplete is considered just completing the mission and surviving.

Winning: Completing the Adventure Map as well as the Tribe Hammer Shared Sheet is a full win.

Scoring: Once your team has won, players can compare their Player Sheets with each other using the following formula:

(Count of each filled out Row x 5) + XP + Current HP

Setup

Collect Components:

- Print out the Adventure Map, Shared Sheet which all players will work on and 1 Player Sheet for each player
- 5 D6 per player + 1 shared D6 of a different color (called the Lead Die)

Each player starts with 1 die. Additionally, whoever has lost a game with a dwarf in it most recently gets the Lead Die – so that person has 2 dice to begin. After each round, the Lead Die passes clockwise.

Starting in the upper left corner of the map, travel along the path, stopping at every mark. You can use a spare die or a mini figure to mark your position. Each mark is one day of travel. Circle encounters must be



For solo play, use the Lead Die only until you've earned a 2nd die. You won't be rolling the Lead Die – you will leave it with a value of 1. So, if you roll a 3, you'd be able to apply either the 1, 3, or both to the Monster and whatever remains for the bingo chart.

completed to continue. Star encounters are rest stops that heal all damage along with a potential for wandering monsters.

Gameplay

For each monster encounter, write down each monster's HP on the Shared Sheet in the spaces marked, "Enemy 1 HP", etc. For an encounter that says "2 per player", you would write down HP for 2 monsters for every player. In a 3-player game, that would mean 6 monsters. If you have more monsters than can fit on all the boxes on the sheet, you can split a box with a line to differentiate between monsters.

To start the round, all players roll their dice at the same time. The player with the Lead Die places their dice first. They can put their dice anywhere: on their Player Sheet, on the Shared Sheet, or directly in one of the monster HP boxes. Continuing clockwise, each player places their dice as well.

For any monsters with remaining HP, use the monster description on the Adventure Map to determine how to roll the damage for the return attack. Damage is dealt to the player with the Lead Die and continues clockwise. After this, apply any special monster abilities, if any.

At the end of the round, cross out any bingo chart entries that had dice on them and return the dice to the players. Do the same for monster HP – subtract all the dice in the box from their current HP, cross out the old total, and write in a new one. If a monster was killed, add 1 XP for each monster to each player who participated in the fight. For every 10 XP, you can raise a level. For each level, permanently increase your number of dice by 1 (up to a maximum of 5 for the game) or increase your total HP by 5.

Move on to the next round by passing the Lead Die clockwise. Continue fighting until all monsters (or all players) are defeated.

At least 1 player must attack 1 monster every round. Otherwise, 1 more monster of the same type will join the fight – if this happens again in the same fight 2 more monsters will join and so on. In other words, you can't use all your dice on the bingo charts.

"Doubles": If all the dice you roll are the same number (including the Lead Die if you have it), you can roll 1 bonus die. If that die is the same number, continue adding dice as long as they are the same. You can use Abilities like Hammer's Luck or Strength Boost to trigger doubles.

Each player must choose different actions on the Shared Sheet. If one player chooses Heal, another player cannot also use it. Also, one player cannot use the same action on the Shared Sheet or their Player Sheet more than once in the same round.

A single player can add dice together. If 1 player rolled a 2 & 3, they could combine them to mark a bingo chart square that has a 5. Likewise, you're going to need multiple dice to trigger abilities that require a 7 or more. However, multiple players cannot combine their dice for a single bingo square. Of course, any number of players can combine their dice to attack a monster.

Bingo Charts

On both the Player Sheet and Shared Sheet are bingo charts. As you play the game, you have the option to give up the damage you'd do to a monster and instead check off one of the boxes on the bingo chart by using a die (or multiple dice) of that value or higher. Once you've filled out a row on the chart (or column on the Shared Sheet), you have the option to use the new ability to the right.

X	X	1
1	1	1
5	3	4
5	6	6

First Aid <i>Heal D6/2</i>	1
Retaliate <i>Reroll 1 die</i>	1 -2 XP
Hammer's Luck <i>+1 to any die</i>	1
Absorb Power	4 To absorb
Force Field <i>-1 for enemy attacks</i>	

Abilities

You can trigger abilities up to once/round by placing a die to the right. In the example above, after crossing off the numbers to the left of "Absorb Power", you can trigger the Absorb by placing a die of 4 or more to the right to trigger that power.

See below for a description of each ability on the Player and Shared Sheet:

Absorb Power: Absorb is a unique ability that allows you to absorb the power of the monster you kill. To absorb, you must use a die with 4 or higher on this ability and that must be the killing stroke. From then on, that ability is automatic – no die is necessary to trigger it. Here are the specifics for the ability gained for each monster:

- Troll: Heal 1 HP at the end of each round
- Giant Spider/Scorpion: Damage dealt to monsters is poisoned and can't be healed (stops Troll and Ogre healing)
- Ogre: Heal 2 HP at the end of each round
- Two-headed giant: Additional D6 after 1st round

Once you've used Absorb Power, you cannot use it again to get a different power.

Berzerk Attack: Add 3 to the dice placed here and divide that total between all remaining monsters. Round up any fractions. So, a berserk total of 7 split among 3 monsters would cause 3 damage to each.

First Aid: Compute the amount you heal by dividing the die (or dice) allocated by 2, rounding up any fraction. First Aid does not have a bingo row to the left of it. This is the only ability that is not related to your Dropphammer. You can do First Aid right from the beginning of the game.

Force Field: Subtract 1 from each attack. Once earned, Force Field is automatic and does not need a die to activate it.

Hammer Drop: Striking the hammer to the ground causes a wave of damage to the monsters. Works just like Berzerk but with 8 added to the dice.

Hammer's Heal: Heal the amount of the dice you place here.

Hammer's Luck: Add 1 to the die placed here then use that die wherever else you like. You cannot use Hammer's Luck and Strength Boost on the same die.

Lightning Storm: Roll D6-1 for each monster and apply the damage to each.

Lightning Strike: Attack 1 monster with 4D6.

Mirror Attack: Block the first 10 HP of a single attack and damage the monster that amount.

Repulse: Block the first 6 HP of a single attack.

Resurrect: This ability must be triggered by a player whose dwarf is still alive to resurrect a player who has died. The player who has died must have at least 10 XP to lose. When the XP goes down, that player does not have to give up earned dice. Solo players do not have the option to Resurrect, even if they've earned the ability.

Retaliate: Give up 2 XP to reroll any one die, including one used for the monster to attack you. A die is not required to trigger this ability. Can be used for either your roll or monster roll. When your XP goes down, you do not have to give up any earned dice.

Strength Boost: Change any 1 die to a 6. You cannot use Hammer's Luck and Strength Boost on the same die.

Credits

All game design, graphic design, and artwork by Robert Lausevic of <https://KicksandGames.com>. Rules version 1.0.

Beledun

Dwarves and Drophammers Adventure Map

In the deepest mines of Beledun, the Northern Tribe of Dwarves have discovered a vein of Living Iron, an ore with amazing magical properties. The most skilled smiths have fashioned Living Iron into a limited number of Drophammers. The bravest and wisest Dwarves were granted a Drophammer to develop and improve. You will name and customize your weapon through battle to increase it's individual power as well as the greater shared power in the Tribe Hammer. Only then can you accomplish your mission to help restore Mount Zoraven to the Southern Tribe by defeating the great dragon Viathon.

★ Camp, heal all damage, and check for wandering monsters

- 1-2: 1-2 Goblins per player, 5 HP, D6-1 damage
- 3: 1 Troll per player, 8 HP, D6 damage, Heal 1 HP/round
- 4+: No monsters

⊛ Camp, heal all damage, and check for wandering monsters

- 1-3: 1-3 Trolls per player, 8 HP, D6 damage, Heal 1 HP/round
- 4: 1 Ogre per player, 15 HP, 2D6 damage, Heal 2 HP/round
- 5+: No monsters



Goblin Patrol
2 per player
5 HP, D6-1 Damage

Trolls
1 per player
8 HP, D6 Damage
Heal 1 HP/round

Giant Spiders
2 per player
6 HP, D6 Damage +1
Poison attack can't be
healed during fight

Frozen Path
Frostbite &
discouragement
Take D6 damage
& 3 XP loss

**Gohrak
Mountains**

Goblin Tribe
1 per player 1st round,
2 more join 2nd round,
3 on 3rd round
5 HP, D6-1 Damage

Ogres
2 per player
15 HP, 2D6 Damage
Heal 2 HP/round

Giant Scorpions
3 per player
9 HP, D6 Damage +3
Poison attack can't be
healed during fight

Two-headed Giants
2 per player
18 HP, 2D6 Damage
3D6 Damage after 1st round

Viathon the Dragon
60 HP per player
5D6 Damage directed to
each player individually

Mistwood

Mount
Zoraven

Player Sheet

Dwarves and Drophammers

Name:

HP: 10

Hammer Name:

XP: 5



Level: 0 **Dice: 1**
Level = XP/10, +die or +5 HP

X	X	1
1	1	1
5	3	4
5	6	6

First Aid <i>Heal D6/2</i>	1
Retaliate <i>Reroll 1 die</i>	-2 XP
Hammer's Luck <i>+1 to any die</i>	1
Absorb Power _____	4 <small>To absorb</small>
Force Field <i>-1 for enemy attacks</i>	

Player Sheet

Dwarves and Drophammers

Name:

HP: 10

Hammer Name:

XP: 5



Level: 0 **Dice: 1**
Level = XP/10, +die or +5 HP

X	X	1
1	1	1
5	3	4
5	6	6

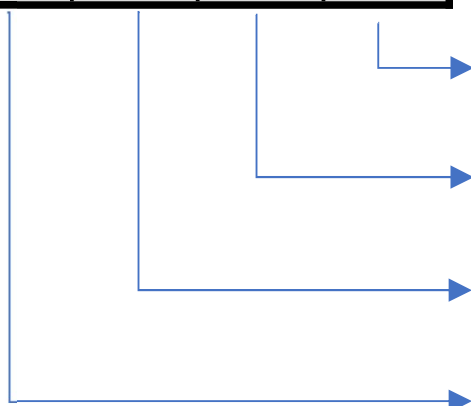
First Aid <i>Heal D6/2</i>	1
Retaliate <i>Reroll 1 die</i>	-2 XP
Hammer's Luck <i>+1 to any die</i>	1
Absorb Power _____	4 <small>To absorb</small>
Force Field <i>-1 for enemy attacks</i>	

Dwarves and Droppers

Tribe Hammer Shared Sheet



4	1	2	4
4	2	4	3
5	3	2	6
6	3	4	4
10	6	8	10



Enemy 1 HP	Enemy 2 HP	Enemy 3 HP	
		Enemy 4 HP	
	Enemy 5 HP	Enemy 6 HP	
Hammer's Heal <i>Heal HP for each die</i>		1 Enemy 7 HP	
Repulse <i>Block up to 6 damage</i>		2	
Lightning Storm <i>Each enemy D6-1</i>		3 Enemy 8 HP	
Berzerk Attack <i>Split dice +3, all enemies</i>		1	
Hammer Drop <i>Split dice +8, all enemies</i>		7 Enemy 9 HP	
Resurrect <i>Heal all HP</i>		7 -10 XP	
Lightning Strike <i>4D6 to 1 enemy</i>		9 Enemy 10 HP	
Strength Boost <i>Change 1 die to 6</i>		1	
Mirror Attack <i>Block/reflect 10 HP</i>		5 Enemy 11 HP	
Enemy 12 HP	Enemy 13 HP	Enemy 14 HP	Enemy 15 HP