

created by Luis Brueh

DWARFS

winter



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Dwar7s Winter

Winter is upon us... We've made our preparations. Our walls are thick and the foundation runs deep, but they are useless without heroes to defend them against our enemies! This battle won't be easy, but our song must endure!

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WARNING: Choking Hazard! Not for use by children under 3 years of age.

HELP & SUPPORT: If there is an issue with your game's components, contact our Support Team at the following email address:
support@vesuviusmedia.com

A world full of Dwarfs:

Each season of Dwar7s is a completely standalone game, but they are linked by their common lore. For more information visit www.vesuviusmedia.com



Components

Fellow dwarfs, take a look through our supplies. Study our lore and get to know each one of our tools. Learn to play our instruments and sing our songs, for we shall need all of these to survive the harsh winter. It's easy, just follow me. High ho!



Game Board (48x48cm)



Starting Heroes (28 cards)



Heroes (28 cards)



Disasters (12 cards)



Monsters (16 cards)



Player-aid (4 cards)



4x Player Boards (25x15cm)



Dwarfs (7 miniatures of each color)



Player Markers
(24 tokens)



Music
(4 tokens)



Disaster
(9 tokens)



Week Marker
(1 token)



1st Player
(1 token)



Monsters (2 miniatures of each type)

Game Setup

No winter lasts forever. Together we can survive it!



A Game Board:

Place the game board at the center of the table.

B Monsters:

Shuffle the Monsters cards and place them face down next to the board at the first monster slot area.

C Heroes:

Shuffle the Hero cards and place them face down. Draw and reveal the first 4 cards placing them at the designated spots at the top of the game board. Two should be above \$1 slots and two above \$2 slots. These 4 revealed cards are your Hero Pool.

D Disasters:

Shuffle the Disaster cards and place them face down next to the game board. Place the Disaster Tokens within easy reach of all players.

E Player Area:

Each player takes a Player Board, 1 set of Player Markers (3 Crates, 1 Coin, 2 Scrolls), 1 Music Token and 1 Player-aid card.

f Player Miniatures:

Each player takes a set of 7 dwarfs of their chosen color and places them on their Player Board.



Player Board Setup:

There are 4 resources in the game: Gold, Wood, Stone and Food. You start the game with 2 of each of these resources. Use your Coin Marker to track your Gold and 3 of your Crate Markers to track your Food, Stone and Wood. Whenever you gain or lose resources, move the relevant Marker accordingly along the corresponding resource track. You can never have more than 7 of any type of resource.

Place a Scroll Marker on spot 7 of the Hand Size track.

Place a Scroll Marker on the top spot of the player-aid card. This card will streamline your actions during the game, making it easier to learn the rules.

Once you have mastered the game, you can play using the **King Mode** rules (described on page 23).



G Action Deck:

Each player takes 7 Starting Hero cards (1 of each) to form their initial Action deck. Keep in mind that all Starting Hero cards are worth 0 Victory Points (VP) when scoring Heroes at the end of the game.



Each player's Starting Hero card has a colored ribbon at the bottom of its VP icon that should match the color of your dwarfs.

Every time you discard a card from your action deck or your hand, it goes to your own personal discard pile. Keep that pile next to your player board.

H 1st Player Token

The youngest player receives the 1st Player Token.



I Impending Doom:

If you are playing with 3 players, reveal 1 Monster card and place the matching monster miniature on the relevant spot on the wall. If you are playing with 4 players, reveal 2 Monster cards and place the relevant monsters.

J The Defenders:

The 2nd player (clockwise) places 1 dwarf on any zone of the game board. Then the 3rd and 4th players each place 2 of their own dwarfs on any zone of the game board.

K Winter Track:

Place the Week Marker on spot 1 of the Winter track on the game board. If you are playing with 2 or more players place a Disaster Token on spot 4. If you are playing with 3 or more players, place a Disaster Token on spot 2 as well. If you are playing with 4 players, place a Disaster Token also on spot 6.



Exploring the Battlegrounds



There are 5 different zone types on the game board: **Forest, Mine, Field, Castle and Wall**.

Each zone on the game board bears an icon indicating its type and a number (except the Castle). These unique combinations of types and numbers are used to indicate the specific zone referred to by various cards in the game.

Dwarfs can be placed on any zone **except the Walls**. You can have multiple Monsters, Disasters, and dwarfs occupying the same zone.

The example below shows in detail the game setup for a 4-player game:



Play! You are now ready to start playing!

Game Overview

Winter grips the land in its icy clutches! The dwarfs will need to battle both terrifying creatures and the deadly elements. The only way to survive the harsh winter is to work together! A game of Dwarfs Winter lasts 7 rounds called “weeks”.

Each week is divided into the 4 phases below:

Phase 1: Enemy invasion | **Phase 2:** Preparation | **Phase 3:** Actions | **Phase 4:** Resolution

Phase 1: Enemy Invasion

1.1) Refresh Tracks

If you are using the player-aid card, move the scroll to the first spot. Reset the Hand Size Track to 7 by moving the Scroll Marker to the relative position on the corresponding track. Retrieve the Music Tokens from the Music Hall. If you are playing in King’s Mode, reset the Action Track by moving the Scroll Marker to 5.

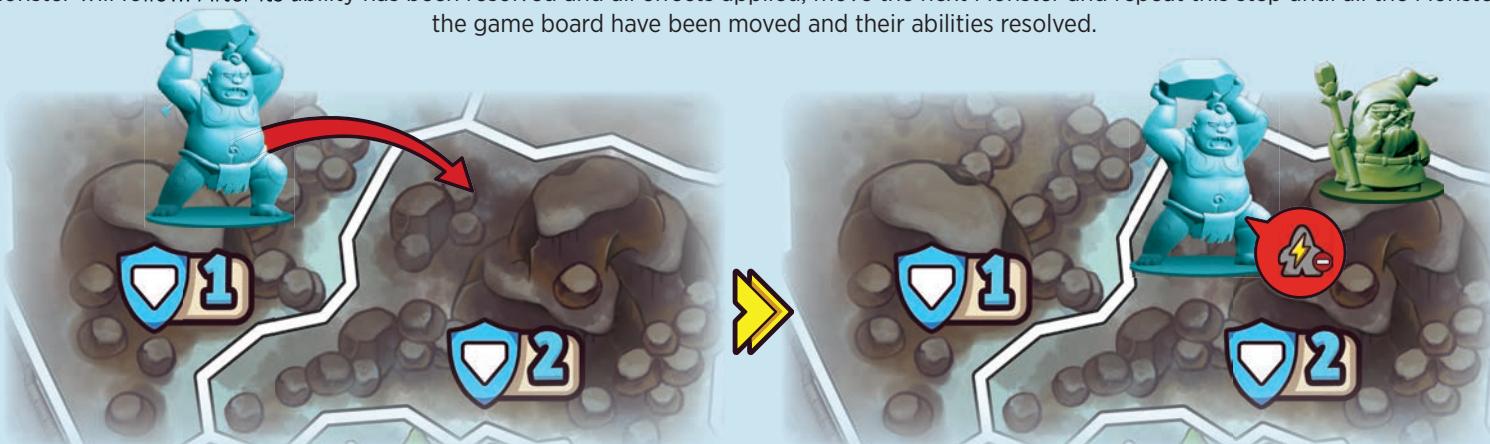


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1.2) Monsters Attack

Monsters are activated in the order their cards are revealed, from the top of the game board to the bottom. One at a time, move the monster one zone closer to the Castle and then resolve its ability. If there is more than one “shortest path” to the Castle, the first Player chooses the path the monster will follow. After its ability has been resolved and all effects applied, move the next Monster and repeat this step until all the Monsters on the game board have been moved and their abilities resolved.



Move each Monster one zone closer to the Castle...

...resolve their ability!

If there are no Monsters on the game board (for example in the first round of a 2-player game). Proceed to 1.3 Monster Reinforcements.

Monster Abilities

Each Monster has its own ability that can change the course of the game. Unless otherwise stated, a Monster's ability is resolved during the Monsters Attack phase. In addition to a Monster's attack, **you cannot Produce resources of any kind in a zone occupied by a Monster.** Only abilities that "Produce" are affected by Monsters. If a Monster's ability requires you to spend resources and you do not have enough, then you lose that much gold. If you don't have enough gold, then you lose Actions.



If you have at least 1 dwarf in its zone or adjacent to it, you deploy and you march 1 less dwarf this round.



Choose any one Monster and move it one zone closer to the castle.



If you have at least 1 dwarf in its zone or adjacent to it, reduce Hand Size by 1.



If you have at least 1 dwarf in its zone or adjacent to it, lose 1 Wood.



Each player returns 1 dwarf from this Monster's zone to their Player Board.



When spawned, reveal 1 extra Disaster immediately.



If you have at least 1 dwarf in its zone or adjacent to it, lose 1 Food.



You cannot play music with the instrument that corresponds to the monster's location.



If you are being attacked by an Ice Dragon, both players present in the zone return one dwarf to their Player boards (Ouch!)



Some Monsters, like the Ogre King, have an ability that activates when they are spawned. You must resolve this ability as soon as their miniature is placed on the game board.

1.3) Monster Reinforcements

Spawn new Monsters based on the number of players. At the end of this phase, you should have a number of Monsters in play as follows:

1 Player: 2 Monsters; **2 Players:** 3 Monsters; **3 Players:** 4 Monsters; **4 Players:** 5 Monsters.

Example: In a 4-player game, if you already have 2 monsters on the board, spawn 3 more Monsters.

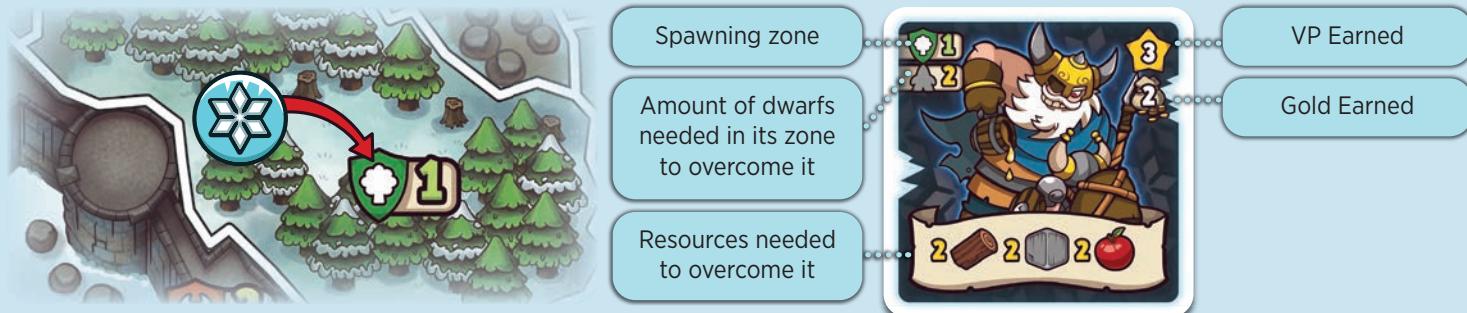


To spawn a new Monster, the 1st player draws the top card from the Monster deck and places it face up in a free spot next to the game board. Then they place the Monster's miniature on the game board as indicated by its Spawning zone. It is possible to have more than 1 Monster occupying the same zone.

If at any point of the game you need to reveal more monsters and there are not any, take note of the VP and reshuffle the Monster deck.

1.4) Reveal Disasters

The 1st player draws 1 Disaster from the deck and places it face up in a free spot next to the game board. Then place 1 Disaster Token on the game board as indicated by the Spawning zone on the card. If on the Winter track, the current week has a Disaster Token on it, reveal one extra Disaster this round.



Disasters do not move. You may have more than 4 active disasters at Phase 1, but If you have 4 or more disasters active at the end of phase 4, then you lose the game. **Until a Disaster has been overcome and its token removed, you cannot produce resources in that zone.** Only abilities that Produce are affected by Disasters.

If at any point of the game you need to reveal more disasters and there are no disasters available, take note of the VP and reshuffle the Disasters deck.

Enemy Invasion Example:

This is a full example of the very first Phase 1 of a game with 4 players



1.2

1.1) All players Refresh their Actions and Hand Size tracks.



1.1

1.2) Starting from the top most revealed monster card, move the relevant monster and resolve its ability. This time, Dire Wolf moves into Forest and the yellow dwarf player, who is present in an adjacent zone, must reduce their food track by 1. Then, the Polar Bear moves into Field 1 and reduces the Green Player's Hand Size by 1.



(Yellow player loses 1 Food)



(Green player loses 1 Hand Size)

1.3) Since this is a 4-player game, slide the revealed monster cards all the way down to the 4-player monster slot, and then reveal 3 more monsters, filling up the vacant slots (one of them is the top of the monster deck).

For each monster revealed, place their miniature on the relevant Wall zone. One of the monsters is the Ogre King. He resolves his ability immediately, revealing a new Disaster! This Disaster takes place on Forest 2, so you place a disaster token in that zone.



1.4) There is no Disaster token on the Winter Track for this round, so you spawn only one extra Disaster, placing the relevant token in the zone it affects.



1.3

1.4

Knowing what threats lie ahead, players should now plan their turns to defend the Castle!! It's now time for Phase 2: Preparation.

Phase 2: Preparation

During the Preparation Phase, each player will take **all their Hero cards** and prepare a hand of Heroes from their Action deck. These cards will come into play during the Actions Phase.

Take a look at the cards in your Action deck. These are your heroes! **Each player begins the game with the same 7 cards in their Action deck.** As the game progresses, your Action deck will grow as the additional heroes you acquire are added to it.



Choose a number of cards from your Action deck equal to the number indicated by the Hand Size track on your Player Board. These cards form your hand, whilst the remainder should be put face down in your personal discard pile next to your Player Board.

As you will only be able to play cards from your hand during the Actions Phase of this week, you should choose wisely when forming your strategy!



Preparation Example:

This example continues the 4-player game from the previous example (pg. 09), now on Phase 2.



The Blue player has Hand Size 7 so they keep all their 7 starting Hero cards.



The Yellow player has Hand Size 7 so they keep all their 7 starting Hero cards.



The Green player was affected by the Polar Bear in the Enemy Invasion, so now they have Hand Size 6. They have to discard one of their starting Hero cards to their personal discard pile, choosing to discard the card that gives 1x gold.



The Red player has Hand Size 7 so they keep all their 7 starting Hero cards.



With their swords sharpened, our brave heroes are ready! It's time for Phase 3: Actions.

Phase 3: Actions

There are 5 possible actions: Deploy, March, Sing, Recruit, and Fight. Starting with the first player and proceeding clockwise, each player performs the actions in the sequence described on their player-aid card.

Once you complete one action, move the scroll token to the next spot and perform the next action. Keep doing that until you finish all your five actions. Then the next player starts executing their actions.



3.1) Deploy 3 +

You may place up to 3 dwarfs from your Player Board in any zone, but **you may never place 2 dwarfs from your player board in the same zone during the same turn.**



3.2) March 2 →

You may move up to 2 of your dwarfs on the game board to any adjacent zone. You may also move one dwarf twice.



3.3) Sing

Sing a shanty that has not yet been sang by another player this turn. To do so, place your Music Token on top of your chosen musical instrument at the Music Hall on the game board.

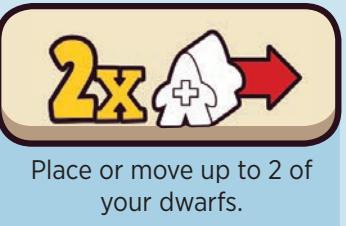
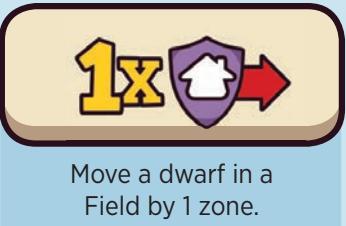
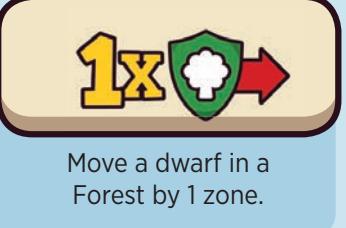
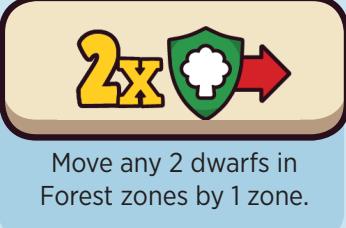
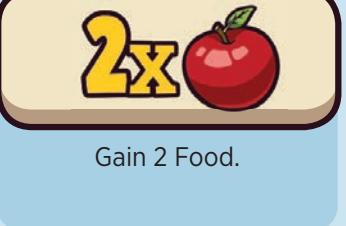
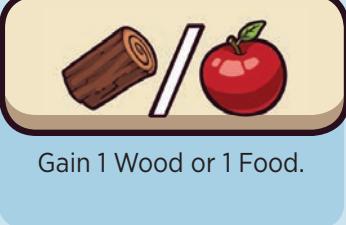
You cannot choose an instrument that already has a Music Token on it.

You may now immediately play any number of hero cards, one at a time, from your hand that match your chosen instrument. You do not have to play all your matching hero cards if you don't want to. To play a card, first resolve its hero's ability and then discard it in your personal discard pile. Once you have finished playing your cards, the other players (in clockwise order) may choose to "sing along" by playing any number of hero cards from their own hand that match your chosen instrument.



Hero Abilities

When singing a shanty, you may play the hero cards from your hand that match the music icon that was just selected. You resolve the hero's ability and discard the card to your personal discard pile. If you are using abilities with the word "Produce" make sure the relevant dwarf miniature is not in a zone with monsters or disasters, these zones can't produce resources.

				
Produce 1 Wood to each Forest zone you have a Dwarf in.	Produce 1 Food to each Field zone you have a Dwarf in.	Produce 1 Stone to each Mine zone you have a Dwarf in.	Remove 1 of your dwarfs from the game board to gain 3 Gold.	Place or Move 1 of your dwarfs.
				
Place or move up to 2 of your dwarfs.	Move a dwarf in a Field by 1 zone.	Move any 2 dwarfs in Field zones by 1 zone.	Move a dwarf in a Mine by 1 zone.	Move any 2 dwarfs in Mine zones by 1 zone.
				
Move a dwarf in a Forest by 1 zone.	Move any 2 dwarfs in Forest zones by 1 zone.	Gain 1 Wood.	Gain 2 Wood.	Gain 1 Food.
				
Gain 2 Food.	Gain 1 Stone.	Gain 2 Stone.	Gain 1 Gold.	Gain 2 Gold.
				
Gain 1 Food, 1 Stone and 1 Wood.	Gain 1 Wood or 1 Food.	Gain 1 Wood or 1 Stone.	Gain 1 Food or 1 Gold.	Gain 1 Stone or 1 Gold.
				
Spend 1 Wood to gain 3 Food.	Spend 1 Stone to gain 3 Gold.	Pay 2 Gold to acquire any card from the Hero Pool.		

3.4) Recruit



In order to recruit one Hero card from the Hero Pool, you must pay the corresponding cost in Gold, as indicated on the game board. Place the newly recruited Hero in your personal discard pile. You then slide the remaining face up Hero cards to the right to fill the gap and reveal a new Hero card from the deck.

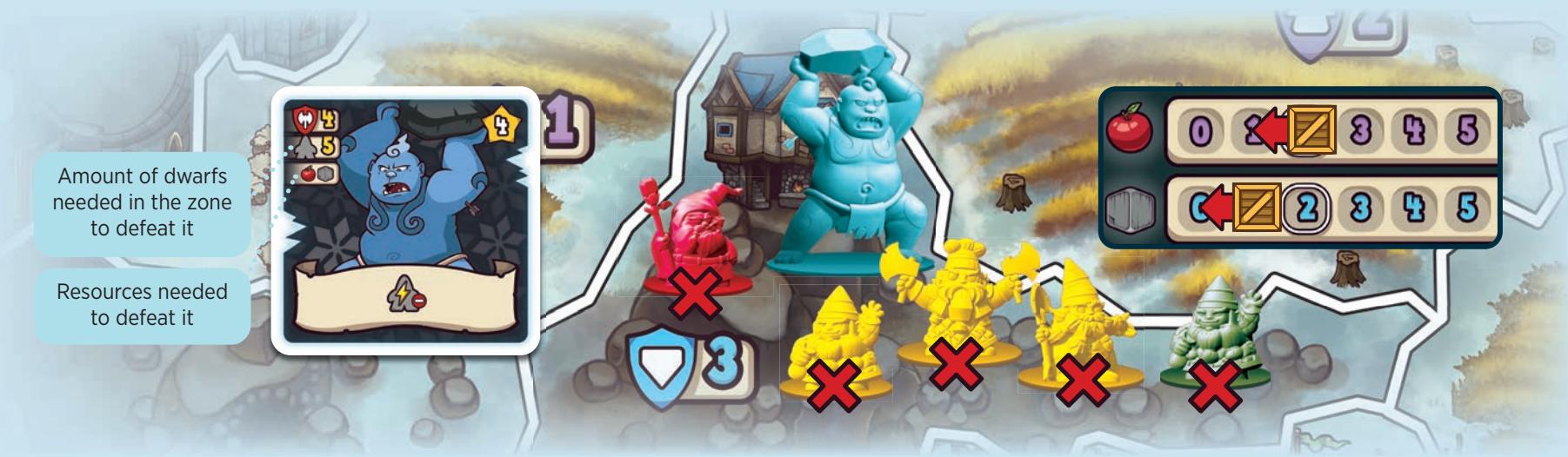


Having a good mix of Heroes to choose from your Action deck is the key to achieving victory, so choose wisely.

3.5) fight



You may either **defeat a monster or overcome a Disaster on your turn**. Other players present in that zone may offer assistance by allowing you to use their dwarfs, and that makes them take part in the fight. Players in the fight can also contribute resources to help you.



To defeat a Monster you must discard an amount of dwarfs from its zone, and spend the required number of resources as shown on its card. Return the dwarfs used to defeat the monster back to their owner's player board. The resources needed can be spent by any player whose dwarfs took part in this action. Remove the Monster miniature from the game board, and place its card face down near the game board. It will be used to count VP at the end of the game.



To overcome a Disaster you must discard an amount of dwarfs from its zone, and spend the required number of resources as shown on its card. Return the dwarfs used to overcome the disaster back to their owner's player board. The resources needed can be spent by any player whose dwarfs took part in this action. Gain the Gold reward and remove the corresponding Disaster Token from the game board. If more than one player worked together to overcome this disaster, each player gains 1 Gold. Place the Disaster card face down near the game board. It will be used to count VP at the end of the game.

Action Phase Example:

We continue the example from page 10.



Blue Player's Turn

- 3.1) The blue player uses **Deploy** to place 3 dwarfs in Mine 2, Mine 3, and Mine 4.
- 3.2) Then the blue player decides not to **March** this turn, skipping their moving action.
- 3.3) It's time to **Sing!** so the Blue player chooses the Lute and activates both their heroes that know this song:



Discarding their first hero card they Produce **3 Stone** (as they have 1 dwarf in 3 different zones) and then discarding their 2nd hero card they move the dwarf on Mine 3 to Forest 2.

The other players may now “sing along” by discarding their **Lute** cards as well! The Yellow player discards their hero to produce **1 Stone** in Mine 4 and then discards their 2nd hero to move their dwarf from Mine 4 to Forest 2; now the Green player does the same and Produces **1 Stone** in Mine 3 and then moves to Field 1; Finally, the Red player has the same Lute cards, but as they have no dwarfs on Mine zones, they can't benefit from using them.



- 3.4) Using their **Recruit** action, the Blue player decides to pay 1 Gold to Acquire a Hero, adding it to their personal discard pile. Then they slide the Hero cards to the right and reveal a new hero from the deck.



- 3.5) The Blue player asks the Yellow player for help so they can **Fight** on forest 2 and overcome the Disaster together. The yellow player accepts and also offers to pay part of the wood costs...



... this way, they both remove a dwarf from Forest 1 back to their Player boards and then the Blue player pays 2 food and 2 wood, while the yellow pays 2 wood overcoming the disaster. Each player gets 1 gold and then they remove the Disaster token and reserve the Disaster card for scoring purposes.





Yellow Player's Turn

- 3.1) The yellow player uses **Deploy** to place 3 dwarfs in Forest 1, Forest 2 and Mine 4,
- 3.2) Then the yellow player uses **March**, moving their dwarfs to Forest 1.
- 3.3) It's time to **Sing!** so the Yellow player chooses the **Horn** to gain 1 Gold:



The other players may now “sing along” by discarding their **Horn** cards as well! The Green player discarded their Horn card in Phase 2: Preparation, so they can’t follow. Then the Red player discards their Horn hero card to gain 1 Gold, and finally the Blue player discards their Horn card to also gain 1 Gold.



- 3.4) Using their **Recruit** action, the Yellow player decides to pay 2 Gold to Acquire a Hero, adding it to their personal discard pile. Then they slide the Hero cards to the right and reveal a new hero from the deck.



- 3.5) The Yellow player still does not have enough dwarfs to fight the **Dire Wolf** in Forest 1 right now, so they won't **Fight**, passing their turn to the next player.





Green Player's Turn

- 3.1) The Green player uses **Deploy** to place 3 dwarfs in Field 2, Field 3 and Forest 2.
- 3.2) Then the Green player uses **March**, moving a dwarf to Field 1.
- 3.3) It's time to **Sing!** so the Green player chooses the **Drums** to produce 1 wood and then move to Forest 1:



The other players may now “sing along” by discarding their **Drums** cards as well! The Red player discards a hero to Produce 1 Wood on Forest 3 and then their 2nd Hero to Move to Field 4. The Blue player has the same Drums cards, but as they have no dwarfs on Forest zones, they can't benefit from using them. Finally the Yellow player can't produce in Forest 1 (as there is a monster) and decides NOT to move this turn.



- 3.4) Using their **Recruit** action, the Green player decides to pay 2 Gold to Acquire a Hero, adding it to their discard pile and reveals a new hero from the deck.



- 3.5) The Green player asks the Yellow player for help so they can **Fight** on Forest 1 and defeat the Dire Wolf together. The yellow player accepts!



So the yellow player removes 3 of their dwarfs back to their Player board, while the Green player removes 1 dwarf back to their Player board and then pays 1 Food and 1 Stone to defeat the Dire Wolf. Then they remove the Monster miniature and reserve the Monster card for scoring purposes.





Red Player's Turn

- 3.1) The Red player uses **Deploy** to place 3 dwarfs in Field 1, Mine 3 and Field 3,
- 3.2) Then the Red player uses **March**, moving a dwarf to Field 1.
- 3.3) It's time to **Sing!** so the Red player chooses the **Accordion** to produce 1 Food (as Field 1 has a Monster and Field 2 has a disaster) and then move a dwarf to Field 4:



The other players may now “sing along” by discarding their **Accordion** cards as well! The Blue and Yellow players have the same Accordion cards, but as they have no dwarfs on Field zones, they can't benefit from using them. Finally, the Green player discards one card to Produce 2 Food (on Field 2 and Field 3), but decides not to move, not using their 2nd and last Accordion card.



- 3.4) Using their **Recruit** action, the Red player decides to pay 2 Gold to Acquire a Hero card, adding it to their personal discard pile. Then they slide the Hero cards to the right and reveal a new hero from the deck.



- 3.5) The Red player asks the Green players for help so they can **Fight** on Field 1 and defeat the Polar Bear together...



They accept and the Green player offers to pay the wood costs. So they all remove their dwarfs back to their player boards and then remove the Monster miniature and reserve the Monster card for scoring purposes.



This week was hard... But we did it together! Let's proceed to Phase 4: Resolution.

Phase 4: Resolution

If, at the end of a week, you have **4 Disasters active** or a **Monster inside the Castle**, then you all lose the game!

4.1) Week ends

If this is **NOT** the 7th week and you are still alive, then move the Week marker one spot to the right on the Winter track.



4.2) New Leader

Pass the 1st Player Token to the next player (clockwise). They will play first in the next Week.



4.3) Refresh

Discard the rightmost hero from the Hero Pool to the bottom of the hero deck and then slide the remaining Heroes to the right and reveal a new one.



If this is the end of the 7th week and you managed to not have Monsters in your Castle or become overwhelmed by Disasters, then you survived the Winter! As the first signs of Spring finally appear, you should count your Victory Points to see how well you did together!

Resolution Example:

This example continues the 4-player game in previous example (pg. 18), now on Phase 4.



- 4.1) Players move the week marker from the 1 to 2! A new week has begun.
- 4.2) The Blue player gives the first player token to the Yellow player.
- 4.3) Discard the rightmost hero from the Hero Pool to the bottom of the hero pile and then slide and reveal a new hero.



The first week has ended! Time to start the 2nd! Go back to Phase 1 Enemy invasion.

If you manage to survive until the end of the 7th week, proceed to Winning the Game!

Winning the game!

If you survived until the end of the 7th week, congratulations! You all win! To see how well you did, add the following points from all players and compare with the chart below:

1 Player: Miner: 1-29 Points

Blacksmith: 30+ Points

Warrior: 35+ Points

Sage: 40+ Points

Legend: 50+ Points

2 Players: Miners: 1-39 Points

Blacksmiths: 40+ Points

Warriors: 50+ Points

Sages: 60+ Points

Legends: 70+ Points

3 Players: Miners: 1-49 Points

Blacksmiths: 50+ Points

Warriors: 65+ Points

Sages: 80+ Points

Legends: 90+ Points

4 Players: Miners: 1-59 Points

Blacksmiths: 60+ Points

Warriors: 80+ Points

Sages: 100+ Points

Legends: 120+ Points



Defeated Monsters:

Each defeated Monster awards the number of VP shown on its card. If you had to renew the Monster deck midway through the game, take note of the points you scored.



Overcome Disasters:

Each overcome Disaster awards the number of VP shown on its card. If you had to renew the Disaster deck midway through the game, take note of the points you score.



Acquired Heroes:

Each Hero in your Action deck awards you the number of VP shown on its card.



Manufacturer:

For each resource that has reached the 7 spot of its track, you gain the number of VP displayed on the Player Boards.

Militia:

At the end of the game, if all of your dwarfs are back on your Player Board, you gain 3 VP.

Scoring Example:

This is an example of a 1 player game score



By having 7 Gold at the end of the game, the yellow player earns **3 VP**.



By having 7 Stone at the end of the game, the yellow player earns **2 VP**.



By having 7 dwarfs on their Player Board at the end of the game, the yellow player earns **3 VP**.



The yellow player also scores points from the Hero Cards acquired during the game. In this example the total is:
 $(3+2+2+1+3) \text{ } \mathbf{13 VP}$.

And finally, they earn VP for all Disasters overcome (3+3+3) and Monsters defeated (5+3+5+3). Total:
25 VP.



Final Score:

The yellow player's final score is: $3+2+3+13+25= \mathbf{46 VP}$! Compare this with the chart and you achieved a victory "**Sage**" Level!

Solo Mode

In the solo mode, game play proceeds exactly as it does for a regular game, but with the following changes:

The player starts with 4 Gold and 4 of each resource. Instead of receiving 1 Music Token, the player gets 2 Music Tokens. Use the action track on your player board. You still can't repeat actions but you choose the order of them in your turn.

When performing the Sing action, first discard the rightmost hero from the Hero Pool back to the bottom of the hero deck, activate its music icon and play all relative hero cards. Then, select another different music and play all the relative cards.

When performing the Recruit action, the player may Acquire as many heroes as they can afford (instead of only one).

When performing the Fight action, the player may defeat as many monsters and overcome as many disasters as they can (instead of only one).

King Mode

In King Mode, game play proceeds exactly as it does for a regular game, but with the following changes:

Masters of fate:

Use the action track on your player board instead of the player-aid card. You still can't repeat actions, but you choose the order of them during your turn.



Indomitable Courage:

Other players can't help you defeat a Monster or overcome a Disaster. When you succeed in defeating a Monster or overcoming a disaster, you keep their card in your personal pile to score at the end of the game



If you have to renew the Monster or Disaster decks, take note of each player's score cards then shuffle.

Lose a battle, Not the War:

Whether your fortress survived the Winter or not, the dwarfs will still need a King to lead them! At the end of the game, count the victory points of the players separately to determine the winner. If a tie occurs, victory is given to the player with the most VP from Hero cards. If it is still a tie, the player with the most miniatures on the board wins.



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