

# THE DEPTHS: Karak-Eight-Peaks

## Characters

### 1. Miner

- AP: 4
- Armour: 2
- Weapon: Pickaxe
  - i. Attack: 1D6, 4+
- Item: Blasting charges
  - i. A bomb with a diameter of 2 squares that can open passages and cause a cave-in
  - ii. One use only
- Item: Lantern
  - i. Illuminates three extra squares
  - ii. Throwable
  - iii. One use only

## 2. Dwarf Warrior

- AP: 5
- Armour: 2
- Weapon: One-handed Axe/Hammer
  - i. Attack: 1D6, 4+
- Item: Shield
  - i. Chance to parry attack: 1D6, 4+

### 3. Ironbreaker / Hammerer

- AP: 4
- Armour: 3
- Weapon: One-handed Axe/Hammer
  - i. Attack: 2D6, 4+
- Weapon: Great Axe/Hammer
  - i. Attack: 2D6, 4+
  - ii. Can target up to three enemies adjacent to the wielder
  - iii. Cannot use shield
  - iv. Costs 2AP to use
- Item: Shield
  - i. Chance to parry attack: 1D6, 4+

## 4. Slayer

- AP: 6
- Armour: 0
- Parry: 4+
- Weapon: Dual-Wielding Axes
  - i. Attack: 3D6 (TOTAL, not per enemy), 4+
  - ii. Can target one additional enemy adjacent to the wielder
- Weapon: Great Axe
  - i. Attack: 3D6 (TOTAL, not per enemy), 4+
  - ii. Can target up to three enemies adjacent to the wielder
  - iii. Costs 2AP to use
- Attribute: Doom-Seeker
  - i. Must attack as long as there are enemies in his LOS
  - ii. Must always be deployed in the front line
- Attribute: Mighty-Foe-Seeker
  - i. Must attack a mighty enemy (Stormvermin, Black Ork, Troll) whenever any is revealed to the party

## 5. Ranger

- AP: 5
- Armour: 1
- Weapon: Crossbow
  - i. Attack: 2D6, 4+
  - ii. Range: 12
  - iii. Needs to be reloaded after every shot
- Weapon: Axe/Hammer
  - i. Attack: 1D6, 4+

## 6. Thunderer

- AP: 4
- Armour: 2
- Weapon: Handgun
  - i. Attack: 2D6, 4+
  - ii. Range: 5
  - iii. Needs to be reloaded after every shot
  - iv. Armour- Piercing
  - v. Can jam
- Weapon: Axe/Hammer
  - i. Attack: 1D6, 4+

## 7. Iron Drake

- AP: 4
- Armour: 3
- Weapon: Drakegun
  - i. Ranged
  - ii. Attack: 1D6 per enemy
  - iii. Range: 8
  - iv. Permanent fire (?)
  - v. Limited ammo
  - vi. Chance to overheat
- Weapon: Trollhammer Torpedo
  - i. Ranged
  - ii. Attack: 3D6
  - iii. Limited Ammo
  - iv. Armour-Piercing

# Enemies

## General Goblins Rules:

Goblins must be at least six spaces away from any dwarf figure if they aren't being rallied by a Standard Bearer of a Warboss, or if they don't outnumber all dwarfs in their LOS 4:1. In order to count for this outnumbering rule, the goblin figures must all be within two spaces of each other (with no more than one gap in the formation) at the **Beginning** of the Goblin player's turn to charge the dwarfs.

At the beginning of the Goblin player's turn, if the Standard Bearer/Warboss figure has been killed, or if the 4:1 outnumbering ratio is lost, the goblins are forced to rout. To rout, they move six spaces away from the nearest dwarf. This **doesn't** count as an action **nor** does it use AP. Gobbos, however, can't rout through fire. In that case, they simply would move as far as possible without touching the fire

Whenever a goblin rolls a 1, the gobbo will hit a fellow gobbo beside him, and they get stuck in a **brawl**. When in a brawl, the gobbos stop following orders and fight each other: each gobbo rolls 1D6, a 4+ kills the enemy. This goes on until either one of them dies. Only a Warboss can attempt to stop a brawl as an action.

**All Goblins started hidden.** This means a token (*blip*) is used to represent them on the board, hiding their number and unit type. All tokens are equal. Each token can contain between 1-3 figures (except for the special units). If revealed by the Goblin player, one figure takes the place of the token and any others are placed adjacent to it by the Goblin player; if revealed by the Dwarf player, the Dwarf player chooses where to place the adjacent figures (if there are any).

## 1. Gobbo Warrior

- AP: 5
- Armour: 0
- Weapon: Swords / Maces / Spears
  - i. 1D6, 6+
  - ii. On a roll of 1, the gobbo will hit a fellow gobbo beside him, and they get stuck in a brawl
  - iii. When in a brawl, the gobbos stop following orders and fight each other: each gobbo rolls 1D6, a 4+ kills the enemy
- Attribute: Start Hidden
- Attribute: Cowardly
  - i. Need a Standard Bearer/Warboss within three squares of them to charge, and will rout if they die

## 2. Standard Bearer

- AP: 4
- Armour: 0
- Weapon: Swords / Maces / Spears
  - i. 1D6, 6+
- Item: Standard of the Tribe
- Attribute: Rally Cry

### 3. Gobbo Archers

- AP: 5
- Armour: 0
- Weapon: Bow
  - i. Range: 4
  - ii. Attack: 1D6, 6+
- Attribute: Skirmisher
  - i. Can attack without a standard bearer/Warboss
  - ii. Must move back if an enemy gets within three squares of them
- Attribute: Ambusher
  - i. If revealed by the player, it can shoot once at no AP cost with 2D6, 6+

### 4. Goblin Warboss

- AP: 4
- Armour: 1
- Weapon: Big Sword / Big Spear
  - i. 2D6, 6+
- Attribute: Rally Cry
- Attribute: Authoritarian
  - i. Can spend 1AP to attempt to stop a brawl, 1D6, 2+