

# PENANCE

## Dwarven Forge-Guilds - Equipment Slot System

Absolution Through Steel

Generated deck-equipment-system

# Dwarven Forge-Guilds - Equipment Slot System

## Penance: Absolution Through Steel

**Version:** 2.0 (Equipment System Overhaul) **Last Updated:** October 11, 2025

### Faction Identity

**Dwarven Forge-Guilds** - Defensive attrition specialists - **Philosophy:** “Steel bends. It does not break. We will outlast you.” - **Playstyle:** Armor-piercing sustained damage, rune stacking, component protection - **Signature Mechanic:** Rune Counters (stackable damage reduction) + Stone Endurance (32 HP)

### Deck Composition Formula

**Variable Deck Size = 10 Universal Core + 6 Dwarven Core + X Equipment + 2 Tactics**

Where X depends on Casket class and equipment loadout.

**SPECIAL:** If you take Stone Endurance Tactic, add +2 cards (32 HP total instead of 30).

## DWARVEN FACTION CORE (6 Cards - Mandatory)

These 6 cards define Dwarven identity and cannot be removed or smelted.

### 1. CRUSHING BLOW

**Type:** Attack (Melee) **SP Cost:** 2 **Range:** Melee (Range 1) **Effect:** Deal 4 damage. **ARMOR PIERCING** (ignore all Defense buffs and armor). **Keywords:** Attack, Armor-Piercing, Melee **Flavor:** “Runes flare blue-white as the hammerhead strikes true.”

### 2. FORGE FURY

**Type:** Attack (Heat Conversion) **SP Cost:** 3 **Range:** Melee (Range 1) **Effect:** Deal 3 damage + 1 damage per Heat you currently have (max +6). Remove all Heat after attack resolves. **Keywords:** Attack, Heat-Conversion, Melee **Flavor:** “The furnace roars. Steel becomes vengeance.”

### 3. RUNE OF PROTECTION

**Type:** Buff (Defensive) **SP Cost:** 2 **Range:** Self **Effect:** Gain 1 **Rune Counter**. While you have Rune Counters, reduce all damage by 1 per counter (max 3 counters). Duration: Until end of mission or destroyed. **Keywords:** Buff, Rune, Defense **Flavor:** “Ancient words carved in living metal.”

### 4. UNBREAKABLE

**Type:** Reactive Defense (Component Protection) **SP Cost:** 0 **Effect:** When you would take Component Damage, prevent 1 Component Damage. Gain 1 Heat. **Keywords:** Reactive, Component-Protection, Heat **Flavor:** “Dwarven steel bends. It does not break.”

## 5. EARTHSHAKER

**Type:** Attack (AoE + Crowd Control) **SP Cost:** 4 **Range:** Melee (Range 1) **Effect:** Deal 5 damage to primary target. All adjacent enemies take 2 damage and are pushed 1 hex away. **Keywords:** Attack, AoE, Push, Melee **Flavor:** “The ground cracks. The weak scatter.”

## 6. CLAN VENGEANCE (Passive)

**Type:** Passive Ability **SP Cost:** N/A **Effect:** Each time you take Component Damage, your next attack deals +2 damage. This bonus stacks (3 Component Damage = +6 damage on next attack). **Keywords:** Passive, Scaling, Vengeance **Flavor:** “Every wound sharpens our fury.”

# CASKET CLASSES & EQUIPMENT SLOTS

## Ironclad (Assault - 5 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 2 Accessories
- **Philosophy:** Balanced offense/defense, front-line fighter
- **Total Equipment Cards:** 12-18 cards
- **Total Deck Size:** 30-36 cards (32-38 with Stone Endurance)

## Forge Walker (Heavy - 4 SP)

- **Equipment Slots:** 1 Weapon + 1 Shield/Offhand + 3 Accessories
- **Philosophy:** Tank, rune stacker, immovable object
- **Total Equipment Cards:** 15-24 cards
- **Total Deck Size:** 33-42 cards (35-44 with Stone Endurance)

## Siege Engine (Fortress - 3 SP)

- **Equipment Slots:** 1 Weapon (2-handed) OR 1 Weapon + 1 Shield + 4 Accessories
- **Philosophy:** Artillery platform, overwhelming firepower
- **Total Equipment Cards:** 18-30 cards
- **Total Deck Size:** 36-48 cards (38-50 with Stone Endurance)

## SAMPLE BUILDS

### BUILD 1: “Immovable Wall” (Forge Walker - Heavy)

**Casket Type:** Forge Walker (Heavy, 4 SP)

**Equipment Loadout:** - **Weapon:** Warhammer (6 cards) - **Offhand:** Tower Shield (4 cards) - **Accessory 1:** Forge-Rune Sigil (3 cards) - Dwarven-exclusive - **Accessory 2:** Reinforced Plating (3 cards) - **Accessory 3:** Heat Sink Sigil (2 cards)

**Tactics** (choose 2): - Stone Endurance (+2 HP = 32 total) - Runic Overcharge

**Total Deck:** - 10 Universal Core - 6 Dwarven Faction Core - 18 Equipment (6 + 4 + 3 + 3 + 2) - 2 Tactics (Stone Endurance adds 2 cards) - **Total: 38 cards** (maximum tankiness)

**Playstyle:** - Stack Rune Counters early (Rune of Protection + Runic Overcharge = 3 counters) - Tower Shield + Reinforced Plating = massive damage reduction - 32 HP + 3 Rune Counters (-3 damage per hit) = nearly unkillable - Warhammer provides armor-piercing offense - Forge-Rune converts Heat → damage (Forge Fury synergy) - Heat Sink prevents overheating - Win through attrition warfare

### BUILD 2: “Armor-Piercing Assault” (Ironclad - Assault)

**Casket Type:** Ironclad (Medium, 5 SP)

**Equipment Loadout:** - **Weapon:** War Pick (6 cards) - Dwarven-exclusive weapon - **Offhand:** Kite Shield (3 cards) - **Accessory 1:** Forge-Rune Sigil (3 cards) - **Accessory 2:** Targeting Sigil (3 cards)

**Tactics** (choose 2): - Clan Vengeance (already in Core, DON'T duplicate) - Forge Mastery

**Total Deck:** - 10 Universal Core - 6 Dwarven Faction Core - 15 Equipment (6 + 3 + 3 + 3) - 2 Tactics - **Total: 33 cards** (balanced aggression)

**Playstyle:** - All attacks ignore armor (Crushing Blow, War Pick, faction bonus) - Clan Vengeance turns damage taken into offense (+2 per Component Damage) - Forge Mastery converts Heat → card draw (resource engine) - Kite Shield provides mobile defense - Targeting Sigil improves accuracy - Consistent armor-piercing damage every turn

## BUILD 3: “Artillery Platform” (Siege Engine - Fortress)

**Casket Type:** Siege Engine (Fortress, 3 SP)

**Equipment Loadout:** - **Weapon:** Siege Cannon (7 cards) - Dwarven-exclusive, ranged - **Offhand:** EMPTY (Cannon is 2-handed) - **Accessory 1:** Forge-Rune Sigil (3 cards) - **Accessory 2:** Heat Sink Sigil (2 cards) - **Accessory 3:** Stealth Plating (3 cards) - sensor dampening - **Accessory 4:** Repair Sigil (2 cards)

**Tactics** (choose 2): - Forge Mastery (Heat → card draw) - Unbreakable Spirit (resurrection)

**Total Deck:** - 10 Universal Core - 6 Dwarven Faction Core - 17 Equipment (7 + 0 + 3 + 2 + 3 + 2) - 2 Tactics - **Total: 35 cards** (artillery support)

**Playstyle:** - Stay at Range 4-7 (Siege Cannon optimal range) - Siege Shot deals 4 damage, armor-piercing, at long range - Explosive Shell hits multiple targets (3 damage + 2 splash) - Forge-Rune + Heat Sink manage high Heat generation - Stealth Plating reduces ranged counterattack accuracy - Repair Sigil sustains HP over long missions - Unbreakable Spirit = one-time resurrection (safety net) - Ultra-safe ranged bombardment

## BUILD 4: “Berserker Engineer” (Ironclad - Assault)

**Casket Type:** Ironclad (Medium, 5 SP)

**Equipment Loadout:** - **Weapon:** Battle Axe (6 cards) - Dwarven-exclusive - **Offhand:** Dueling Axe (3 cards) - dual-wield - **Accessory 1:** Spike Plating (2 cards) - counter-damage - **Accessory 2:** Forge-Rune Sigil (3 cards)

**Tactics** (choose 2): - Clan Vengeance (already in Core) - Forge Mastery

**Total Deck:** - 10 Universal Core - 6 Dwarven Faction Core - 14 Equipment (6 + 3 + 2 + 3) - 2 Tactics - **Total: 32 cards** (aggressive offense)

**Playstyle:** - Dual-wield axes for maximum melee carnage - Clan Vengeance converts damage taken → offense - Spike Plating punishes melee attackers (1 damage on contact) - Forge-Rune provides Heat-to-damage conversion - Forge Mastery converts Heat → card draw - High-risk aggression, embrace Component Damage for +damage - Trade HP for kills

## DWARVEN FACTION TACTICS (Choose 2 from 5)

### TACTIC 1: STONE ENDURANCE

**Type:** Passive (Permanent) **SP Cost:** N/A **Effect:** **PERMANENT PASSIVE** - Your maximum HP is 32 instead of 30. Add 2 extra “Breathe the Core” cards to deck at start.  
**Strategic Use:** Long attrition games, outlast opponent **Keywords:** Passive, HP, Endurance **Flavor:** “Dwarven constitution is legendary.”

## TACTIC 2: FORGE MASTERY

**Type:** Active (Once per mission) **SP Cost:** 4 **Effect:** Remove all Heat. For each Heat removed this way, draw 1 card. Once per mission. **Strategic Use:** Burst card draw after Heat buildup, resource engine **Keywords:** Active, Heat, Card-Draw **Flavor:** "We master the forge. The forge does not master us."

## TACTIC 3: RUNIC OVERCHARGE

**Type:** Active (Buff) **SP Cost:** 3 **Effect:** Gain 2 Rune Counters immediately. Gain 2 Heat. **Strategic Use:** Quick defensive setup, instant damage reduction **Keywords:** Active, Rune, Defense, Heat **Flavor:** "Overload the runes. Accept the heat."

## TACTIC 4: CLAN VENGEANCE (Duplicate Check)

**Type:** Passive **SP Cost:** N/A **Effect:** Each time you take Component Damage, your next attack deals +2 damage (stacks). **Strategic Use:** Turn damage into offense **Notes:** Already in Faction Core - DO NOT TAKE THIS AS TACTIC

## TACTIC 5: UNBREAKABLE SPIRIT

**Type:** Reactive (Once per mission) **SP Cost:** 0 **Effect:** When you would be reduced to 0 HP (deck empty after reshuffle), instead recover 5 cards from discard pile and shuffle into deck. Gain 5 Heat. Once per mission. **Strategic Use:** One-time resurrection, clutch survival **Keywords:** Reactive, Resurrection, Heat **Flavor:** "We do not fall easily."



## DWARVEN-EXCLUSIVE EQUIPMENT

### War Pick (Weapon - 6 cards)

**Crafting Cost:** 5 Scrap **Faction:** Dwarves only

**Cards:** 1. Penetrating Strike (2 SP, Melee): Deal 4 damage, Armor-Piercing 2. Armor Break (3 SP, Melee): Deal 3 damage, destroy 1 Armor counter on target 3. Hook & Pull (2 SP, Melee): Deal 2 damage, pull enemy 1 hex 4. Overhead Chop (3 SP, Melee): Deal 5 damage, gain 1 Heat 5. Mining Strike (2 SP, Melee): Deal 3 damage, if target is adjacent to terrain, +2 damage 6. Backswing (2 SP, Melee): Deal 3 damage twice (two targets)

### Battle Axe (Weapon - 6 cards)

**Crafting Cost:** 5 Scrap **Faction:** Dwarves only

**Cards:** 1. Cleave (3 SP, Melee): Deal 5 damage, Armor-Piercing 2. Hewing Strike (2 SP, Melee): Deal 4 damage 3. Shield Breaker (3 SP, Melee): Deal 3 damage, discard 1 Shield card from target's hand 4. Berserker Fury (4 SP, Melee): Deal 6 damage, gain 2 Heat 5. Throwing Axe (3 SP, Ranged 1-3): Deal 4 damage, discard this card 6. Defensive Chop (2 SP, Melee + Defense): Deal 3 damage, +1 Defense this turn

### Siege Cannon (Weapon - 7 cards)

**Crafting Cost:** 6 Scrap **Faction:** Dwarves only **Weight:** Heavy (2-handed)

**Cards:** 1. Siege Shot × 2 (2 SP, Ranged 4-7): Deal 4 damage, Armor-Piercing, gain 2 Heat 2. Explosive Shell (4 SP, Ranged 4-7): Deal 3 damage + 2 splash to adjacent hexes, gain 3 Heat 3. Suppressing Fire (3 SP, Ranged 4-7): Deal 2 damage, target loses 1 SP next turn, gain 2 Heat 4. Reload (1 SP, Utility): Remove 2 Heat, draw 1 card 5. Canister Shot (3 SP, Ranged 2-5): Deal 2 damage to up to 3 targets, gain 2 Heat

**Restriction:** Cannot fire at Melee range (1 hex)

## FACTION STRENGTHS

- Highest survivability (32 HP with Stone Endurance + Rune Counters)
- All weapons gain Armor-Piercing (faction bonus ignores defenses)
- Component protection (Unbreakable delays destruction)
- Heat conversion (Forge Fury turns Heat into damage, Forge Mastery into cards)
- Attrition warfare specialists (outlast opponents)

## FACTION WEAKNESSES

- Low mobility (Heavy Caskets are slow)
- High Heat generation (constant management required)
- SP-starved (Heavy/Fortress have only 3-4 SP per turn)
- Vulnerable to ranged kiting (slow movement + melee focus)
- Expensive equipment (Dwarven gear costs 5-6 Scrap)

## TACTICAL TIPS

### Early Game (Turns 1-3)

- Stack Rune Counters immediately (Rune of Protection + Runic Overcharge)
- Position defensively (let enemies come to you)
- Manage Heat carefully (use Breathe the Core proactively)

### Mid Game (Turns 4-6)

- Use Forge Fury when Heat is high (convert Heat → damage)
- Armor-piercing shuts down defensive opponents
- Unbreakable prevents Component Damage (save for critical hits)

## Late Game (Turns 7+)

- Clan Vengeance should have +4-6 damage by now (devastating)
- Forge Mastery for burst card draw if needed
- Unbreakable Spirit is your safety net (resurrect once)
- Attrition advantage: you have more HP and damage reduction

## COUNTER-PLAY (How to Beat Dwarves)

- Attack from range (kite them, avoid melee)
- Destroy Heat Sink Sigils (force Heat overload)
- Target accessories (remove Forge-Rune or Heat Sink)
- Use non-combat win conditions (objectives, time limits)
- Inflict Pilot Wounds (Forge Fear prevents Heat generation)
- Overwhelm with numbers (they're slow to reposition)

## CAMPAIGN PROGRESSION

### Starting Loadout (Mission 1)

- Weapon: Warhammer (5 Scrap)
- Offhand: Kite Shield (3 Scrap)
- Accessory: None
- **Total: 8 Scrap investment** (expensive but worth it)

### Mid-Campaign (Mission 5-10)

- Add Forge-Rune Sigil (5 Scrap, faction-exclusive)
- Add Reinforced Plating (4 Scrap)
- Upgrade to Tower Shield (4 Scrap)

## Late-Campaign (Mission 15+)

- Acquire Siege Cannon (6 Scrap, artillery)
- Stack defensive accessories (3-4 accessories on Heavy/Fortress)
- Stone Endurance + max Rune Counters + Reinforced Plating = nearly invincible

## END OF DOCUMENT

“Steel bends. It does not break. We are steel. We do not break.”