

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.”

BALANCE NOTE (2025-10-16): Crushing Blow and equipment-based weapons retain Armor-Piercing. Other Dwarven faction cards NO LONGER have blanket Armor-Piercing (see Faction Strengths for clarification).

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 (slower death spiral) - Runic Overcharge

Total Deck: - 10 Universal Core - 6 Dwarven Faction Core - 18 Equipment (6 + 4 + 3 + 3 + 2) - 2 Tactics - **Total: 36 cards** (maximum tankiness)

Playstyle: - Stack Rune Counters early (Rune of Protection + Runic Overcharge = 3 counters) - Tower Shield + Reinforced Plating = massive damage reduction - 30 HP + 3 Rune Counters (-3 damage per hit) + Stone Endurance (slower death spiral) = high

survivability - Warhammer provides selective armor-piercing offense (equipment-based) - Forge-Rune converts Heat → damage (Forge Fury synergy) - Heat Sink prevents overheating - Win through attrition warfare and deck resilience

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 (REVISED - BALANCE NERF)

Type: Passive (Permanent) **SP Cost:** N/A **Effect:** **PERMANENT PASSIVE** - Once per mission, when you reshuffle your deck, add only 1 Damage card instead of 2 (half death spiral penalty). Does NOT increase maximum HP. **Strategic Use:** Long attrition games, slower death spiral (not raw tankiness) **Keywords:** Passive, Reshuffle, Endurance **Flavor:** "Dwarven steel endures longer, even when broken."

BALANCE NOTE (2025-10-16): Original +2 HP passive was too strong (6.7% more HP + Rune Counters made Dwarves nearly unkillable). New version maintains thematic resilience through slower deck degradation instead of raw HP inflation.

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

- High survivability (30 HP standard + Rune Counters + slower death spiral with Stone Endurance)
- **Selective Armor-Piercing:** Crushing Blow (faction card) + equipment-based weapons (Warhammer, War Pick) ignore Defense. Other faction cards DO NOT have blanket Armor-Piercing.
- Component protection (Unbreakable delays destruction)
- Heat conversion (Forge Fury turns Heat into damage, Forge Mastery into cards)
- Attrition warfare specialists (outlast opponents through slower deck degradation)

BALANCE NOTE (2025-10-16): - Stone Endurance NO LONGER grants +2 HP (removed 32 HP baseline) - Armor-Piercing LIMITED to Crushing Blow + specific equipment (no longer all attacks)

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-Runes 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.”

VERSION 3.0 OPTIONAL RULES

Dwarven Interactions with Taint Exploitation

Taint Philosophy: Dwarves **resist Taint through rune-warding**. Stone does not corrupt easily.

Faction Bonuses: - **Rune-Warded:** Gain Taint at **half rate** (6 damage = 1 Taint instead of 2) - **Stone Endurance:** Cannot be offensively exploited until 8+ Taint (immune to enemy Taint spending below 8) - **Rune-Locked:** **CANNOT spend own Taint** for Desperate Power (locked out of corruption)

Strategic Use: Dwarves are the most Taint-resistant faction. They accumulate Taint slowly and enemies can't exploit it easily. However, they cannot access Desperate Power options (Tainted Fury, Ignore Pain, etc.). Trade-off: Safe from corruption but no Taint burst.

Dwarven Pilot Grit System

Starting Grit: 0 (standard) **Grit Bonus:** +1 to Grit Checks vs Severe Injuries only (not Minor or Trauma)

Stoic Endurance: - When rolling Grit Check for Severe Injury: Add +1 (in addition to base Grit) - Example: Grit 2 pilot vs Severe Injury = roll $1d6 + 2 + 1 = 1d6 + 3$

Grit Check Example (Dwarven Pilot, Grit 1, Severe Injury):

Trigger: Spinal Trauma (Severe Injury)
Roll: 1d6 + 1 Grit + 1 Stoic = 1d6 + 2 = 5
Result: Tough It Out (Severe becomes Minor)
Outcome: Dwarven toughness prevents permanent spinal damage

Thematic Fit: Dwarves are carved from stone - they don't break easily. Bonus only applies to Severe Injuries (physical trauma), not Trauma (mental) or Minor Injuries.

END OF DOCUMENT - v3.0 ENHANCED

"Steel bends. Stone endures. We are stone wrapped in steel. We do not break."

[← Back to Factions Index](#) | [View All Faction Files](#)