

DEEP ROCK

GALACTIC

DANGER. DARKNESS. DWARVES.



RULEBOOK



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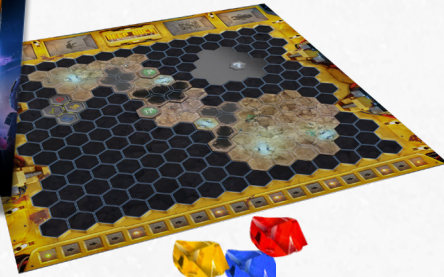
1-4 PLAYERS

60-150 MIN

AGE 12+

GAME SUMMARY

In this tabletop game adaption of the popular computer game, players take the roles of up to four space miners - four dwarves of different classes; the Scout, the Engineer, the Gunner and the Driller. Players must work together to mine precious minerals deep below the surface of the hostile world of Hoxxes IV, where indigenous, giant insectoids - the Glyphids - await, aggressively defending their caves against the intruders. Will your team be able to meet the mineral quota set by the company, or will you all end up as dinner for the Glyphid predators?



CHOOSE MISSION AND SET IT UP ON THE BOARD



DEPLOY YOUR DWARVES



WORK TOGETHER AND FIGHT YOUR WAY THROUGH THE CAVES

GET BACK TO THE POD BEFORE TIME IS UP



QUICK SYMBOLS OVERVIEW



Axe chop: Can deal 1 damage to an adjacent creature, carve out tunnels, remove stalagmites or mine adjacent minerals, loot bugs, red sugar or eggs.



Bullet. Standard ammo type for smaller caliber weapons, and the Gunner's Minigun. Deals 1 damage to the creature.



Flame. Applied by Flame Thrower and some Throwables. Deals 1 damage to the creature.



Piercing bullet. Almost unstoppable. Deals 1 damage to the creature.



Explosion. Affects one or multiple spaces. Watch out for friendly fire on this one. Deals 1 damage to the creature.



Scare off Glyphids. Move any affected creatures up to two spaces AWAY from the being causing the effect. A Glyphid Exploder can also cause adjacent creatures to run away this way.



Nitra. Mineral Die symbol



Gold. Mineral Die symbol



Stunned: The Dwarf starts his next turn with only 1 action to do. Note: A knocked over, stunned Dwarf will not have enough actions to be able to stand up in the next turn.



Webbed: The Dwarf may not move or in any way leave his space in his next turn. He can still shoot and do other actions.



Knocked over: The Dwarf is knocked over and cannot do any actions until he stands up (costs two actions) or an adjacent Dwarf helps him up (for one action).



Special damage or effect applied by nasty Event or creature.

HAZARD LEVEL

Missions can be played on three Hazard levels, where "Hazard 1" is the easiest, and "Hazard 3" is the most difficult. This should only be played by experienced players looking for a real challenge.

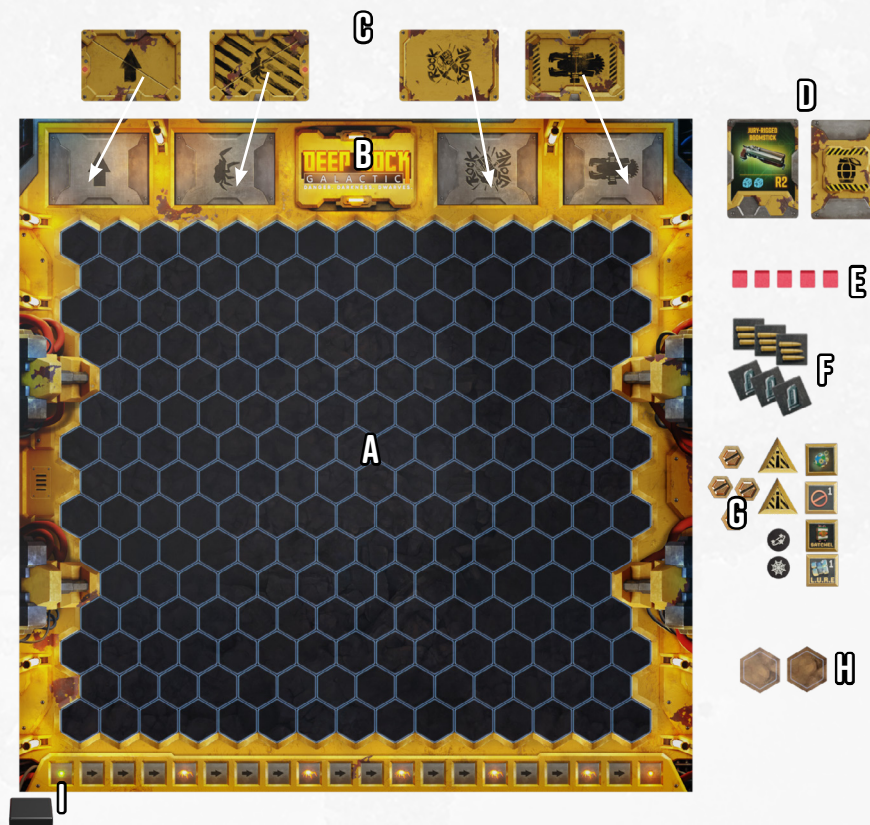
The setup of the Event Deck depends on the chosen Hazard level: Before shuffling the Event Deck, remove all cards with the (COLOR CIRCLE) in the top right corner - these are special cards that might ease the pressure on the Dwarves. Shuffle these cards, and add ten to the Event Deck if you play on Hazard level 1; six for Hazard level 2 and two for hazard level 3. Put the remaining special cards back in the box without looking at them. Then shuffle the Event Deck (now with the correct amount of special cards included).



SYMBOL

	HAZARD LEVEL 1	HAZARD LEVEL 2	HAZARD LEVEL 3
# OF SPECIAL CARDS TO MIX INTO THE EVENT DECK	10	6	2

GAME SETUP



Place the game board (A) on the table (the Deep Rock Galactic logo (B) on the board is where you all place collected minerals, for later use and mission goals). Shuffle the Event Deck, the Swarm Deck, the Rock & Stone Deck and the Resupply pod Deck separately and place them as draw piles on the designated spots (C) on the board, face-down. Place the Secondary Weapons Deck and the Throwables Deck (D) next to the board (shuffle the Throwables Deck, and place it face-down). Make room for discard piles for all decks. Place the Health cubes (E) next to the board, as well as the piles of ammo tokens (F). Also place the remaining tokens (G) and the single cave segments (H) next to the board. Finally, place the Swarm Threat marker at the very start of the Swarm Threat meter (I), by the green light.

PICK A MISSION

Pick a mission from the Mission book and set it up as described in the MISSION BOOK



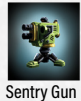
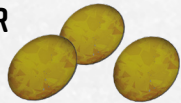
PLAYER SETUP



Each player takes a Dwarf character board (A) and the corresponding Dwarf miniature. Each player takes a secondary weapon (B) of their choice, and places it on the rightmost spot on the character board, Overclocked side facing down. If in doubt which weapon to pick, simply take one that uses other dice than your primary weapon, depicted to the left on your character board. Players also take five primary ammo tokens (C) and three secondary ammo tokens (D) and place them on the vacant slots next to their weapons. Players also get five Health tokens (E) that are placed on the health bar below the character portrait. Players then draw one random Rock and Stone card and one random Throwables card. These cards are kept face-up next to the character board.

Players also take the special components required by the Dwarf type; the Engineer takes a Sentry Gun and three Platforms, the Driller takes the Flame tokens, the Scout takes the Flare tokens and the Gunner takes the three Zipline pieces and the Shield token. Players place their dwarf miniatures on the designated space on the Drop pod, as indicated by the symbols (you can see your dwarf symbol at the top left on your character board). If playing with BOSCO (this is optional, rules are explained later), place the BOSCO token on any cave space adjacent to the Drop pod, outside. The game is now ready to start. **Rock and Stone, brothers!**

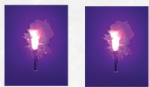
ENGINEER



GUNNER



SCOUT



DRILLER



THE MINERALS OF HOXXES IV



Morkite is a shiny, valuable mineral, very precious to the mining companies. The primary objective of the mining operations on Hoxxes IV is almost always to find and mine Morkite, which is located in the walls of the caverns.



Mineral die symbol



Nitra is a deep crimson-red ore, spread across the walls of the caverns, in Loot Bugs and in some of the Stalagmites. When Dwarves collect three Nitra, they can spend it to call in a Resupply pod, which can be a real life-saver when health, morale and munitions drops low.



Mineral die symbol



Gold can usually be found as shiny, brownish-yellow veins, but in these missions, we are going for the much more valuable, compressed form. Gold Minerals can be found in walls, in Stalagmites and in Loot Bugs, just like Nitra. Gold Minerals can be used instead of Nitra, when calling down supplies (one Gold replaces one Nitra). Gold can also be used to overclock your secondary weapon (1 gold per overclock).

SOLO PLAY:

If you play the game solo, you can choose to play with one dwarf and BOSCO, or you can control multiple dwarves, just as if you played with more players. In that case, keep the Dwarves and their resources separate and control them separately, one player turn at a time. BOSCO will be explained later in the Rulebook.



Bosco

GAME PROGRESS

The players take turns in clockwise order around the table as you work together to try to complete the objectives for the chosen mission. Players all win together or lose together. Missions are usually won when the players collectively have completed the objectives and moved their Dwarf miniature safely onboard the Drop pod, for safe evacuation. Missions are lost if the marker on the Swarm Threat meter reaches the last spot before then, or if all Dwarves become unconscious. Players decide among themselves who will begin the game.

PLAYER TURN

Each player takes their turn and completes three actions and then draws an Event card, before the next player (in clockwise order around the table) starts their turn. Some actions are considered “free” actions, however, so they don’t count against the three available actions. For example, playing Rock and Stone cards can be done as often as a player wants to (and has cards to play).

During the player's turn, he/she can choose between the following actions. The same action can be taken multiple times, and actions can be taken in any order:

- Move
- Shoot
- Axe Chop
- Throw Throwable
- Overclock a secondary weapon for 1 Gold
- Call down a Resupply pod for 3 Nitra
- Get Supplies
- Exchange supplies
- Stand up (after Knock down) - slow action, counts as two actions
- Help another Dwarf on his feet
- Revive an unconscious Dwarf
- Play Rock and Stone card(s) (free action, can be done any number of times)

The actions are described in detail below. Beside these actions, each Dwarf also has some unique actions that only they can perform. These are described on the Dwarf description pages - some are free because they are fast to do, others “cost” an action to perform.

MOVEMENT

The player can spend an action to move up to **THREE** spaces on the board. If the Dwarf moves less than the three spaces, it still counts as an action. To move, the player counts adjacent spaces starting from to his/her miniature, with the following rules (which are sometimes broken by special abilities):

- Dwarves cannot move into walls (the dark spaces of the board) or Stalagmites
- Dwarves cannot move onto spaces containing a creature miniature
- Dwarves cannot move onto a space with a Deep Pit
- Dwarves CAN move onto a vacant space that is not empty. A vacant space is an empty space or a space with a Pickup or Weapon Upgrade token.
- Dwarves CAN move onto a space with another Dwarf, a Sentry Gun, Tunnel Exit or a Resupply Pod, but not END the movement on that space. You must still have at least one movement point left, to proceed to a vacant space.
- Dwarves can only walk back onto the Drop pod once they have met all mission objectives

MOVEMENT EXAMPLE

In this example, the Engineer (red outline) can spend one action to move through the numbered spaces by spending that amount of movement points.

He can move through the Driller, Tunnel Exit and the Sentry gun, but not end his turn there.

He is allowed to move through the Loot Bug space and even end his turn there. He cannot pass through the Glyphid Grunt or the Stalagmites, nor can he cross the Pit.



UNKNOWN PICKUPS

Unknown pickups do not block movement for anybody. They are indestructible but can be picked up by the Dwarves for various benefits. Reveal (flip) them as soon as a Dwarf gets adjacent to them. Pickups with an axe symbol require an Axe Chop action to be collected, performed from the same or an adjacent space. The other pickups are collected simply by moving onto their space.



Loot Bug. Harmless creature with a great appetite for Minerals, which makes it ideal to mine for nearby Dwarves. A successful axe chop to the Loot Bug kills the poor creature and releases a random loot; Roll the Mineral die to see what Mineral was released, and add a Gold to the result; Loot Bugs always give at least one Gold. Then discard the Loot Bug.



Barley Bulb. Used to brew all kinds of tasty beverages back at the Abyss Bar. Collecting a Barley bulb increases morale as the Dwarves look forward to getting home and starting up the stills. Discard the Bulb as it is collected and draw a Rock and Stone card for yourself.



Apoca Bloom. White, faintly glowing petaled flowers, valuable to the company. Appears as a secondary objective in some missions. Add it to the shared pile when picked up.



Alien Egg. These large olive-green ovoid eggs are highly sought after and thus appear as an objective in some missions. A successful axe chop will release the egg from its nest - add it to the shared pile - but it will also summon Glyphids to protect the egg; When collecting an egg, immediately add a Grunt to each revealed Glyphid Tunnel Exit (usually two, but a third Tunnel Exit might be revealed later in a game).



Red Sugar. A glowing, deep red Mineraline resource with rejuvenating qualities. When axe chopped, discard the Red Sugar and add up to three lost Health tokens. to the Dwarf doing the chopping.

SHOOT

The player can spend an **action** to fire a weapon in his/her possession; Pay the ammo type needed for this weapon (pay means return it to the stashes of available tokens next to the board, for possible later acquisition) and then roll the dice depicted by the weapon. If it is your main weapon, declare what attack type you will carry out, as most of the main weapons has two available attack types. Then declare a space to target that is within your weapon's range and your Line of Sight. Range is counted as the shortest possible route in hexagonal spaces, from your Dwarf to your target space. So, a weapon with Range 3 can shoot at a target no more than Three spaces away. Line of Sight is determined by drawing an imaginary straight line between ANY part of your Dwarf's current space and ANY part of the target space. If it goes through or touches any spaces with other figures, walls or stalagmites, there is no Line of Sight. Note: Grunts are small enough to NOT block Line of Sight for either Dwarves or other creatures. Line of Sight can also be traced across Pits, Resupply pods, Sentry Gun, Ziplines, Platforms, Shields, Minerals, Tunnel exits, knocked down or unconscious Dwarves, Flames, Upgrades, Equipment and other ground objects without problems. Only walls, standing Dwarves, stalagmites and creatures bigger than Grunts block Line of Sight. Dwarves as well as Creatures can attack in any direction - it does not matter which way the model is facing.

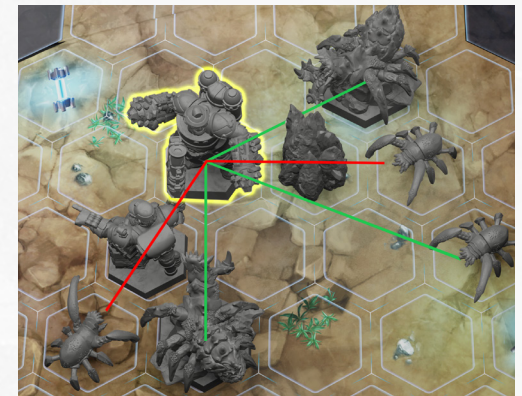
The type of weapon you use is indicated by its dice color and the symbols on it. Each symbol indicates a hit; some dice give two hits on some faces, which must both be given to the same target space. This is different than applying hits from a double axe chop result, which can be split between different creatures, etc.

Some weapons, like the Grenade Launcher, have an area effect. See more under the **Throwables** section.







SHOOT EXAMPLE

In this example, the Driller (yellow symbol) cannot shoot the Grunt behind the Engineer or the one behind the Stalagmite. The last one is within Line of Sight and just within range of the Driller's 3 Range Flamethrower.

The Driller has range and Line of Sight to both Webspitters, so he can hit either of those.



WEAPON EFFECTS (RESULTS FROM DICE)

DICE result	EFFECT
	Axe chop: Can deal 1 damage to an adjacent creature, carve out tunnels, remove stalagmites or mine adjacent minerals or eggs.
	Bullet. Standard ammo type for smaller caliber weapons, and the Gunner's Minigun. Deals 1 damage to the creature.
	Flame. Applied by Flame Thrower and some Throwables. Deals 1 damage to the creature.
	Piercing bullet. Almost unstoppable. Deals 1 damage to the creature.
	Explosion. Affects one or multiple spaces. Watch out for friendly fire on this one. Deals 1 damage to the creature.
	Scare off Glyphids. Move any affected creatures up to two spaces AWAY from the being causing the effect. A Glyphid Exploder can also cause adjacent creatures to run away this way.

DICE



EXPLOSION



ARMOR PIERCING



BULLET



FLAME



MINERAL



AXE CHOP



MONSTER

WEAPON UPGRADE TOKENS

Weapon Upgrade tokens are only found on hidden cave segments. Upgrades are collected simply by moving onto their space - apply the upgrade to any of your weapons with a free upgrade slot. If there are no free slots, you may make room by discarding earlier Upgrades.

WEAPON upgrade	EFFECT
	Pick one die result from each attack with this weapon. The damage effect is doubled. If it is the Scare off Glyphids effect, you may move the affected creatures up to FOUR spaces, instead of two.
	Ignore any resistance the target creature(s) have against this weapon type. All damage applies.
	This weapon has its range increased by 1.
	You may reroll one die result from each attack roll; keep the new result.
	Stunned: Next time the stunned creature is activated, remove the Stunned token but do not activate the creature.

DAMAGING TARGETS

In order to apply damage to targets, the player looks at the dice results from the attack roll. If any hit results are rolled, at least one successful die result must be applied to the target space and its occupant. The next die result of the same attack must go to the same or an adjacent space, also within Line of Sight. If there is a third die, that die result must go to any of the affected spaces, or a space adjacent to any of them, still within Line of Sight.

DAMAGING TARGETS EXAMPLE

The Driller wants to get rid of the nearby Grunts so he spends 1 action and 1 primary ammo to fire his Flamethrower: He chooses the center Grunt as his primary target and rolls three dice.

He cannot choose the topmost Grunt as it is directly behind a stalagmite and not within Line of Sight.

The Driller rolls three dice. He scores a double flame hit, a single flame hit, and a blank result.



The Driller decides to place the double hit on the center Grunt (one flame is enough to kill it, as it has only one Health, but the die result cannot be split to different spaces), then place the blank die adjacent to it, to "walk" the damage over to the lowermost Grunt; Despite it not being adjacent to the initial target, the Driller can still hit it with the third die result, as all spaces targeted in the attack are still adjacent.



Result: Two Grunts were killed by the attack.

Most creatures have a **Resistance**; this shows their resistance against specific attacks. The amount indicated of each type must be deducted from successful hits of that particular type. For example, successfully hitting a Mactera with two Bullet hits means that it only receives one damage, as it has 1 resistance against Bullets (so, $2 - 1 = 1$ hit). Add Damage tokens to creatures damaged, until it reaches zero health, which kills it; remove the model from the board.

RESISTANCE EXAMPLE

This example of a Gunner's attack roll shows how Resistance works; The Spitball Infector would in this case suffer 1 damage (and survive with 4 health left), as one of the Bullet hits would be ignored because of the creature's resistance against 1 Bullet.

GUNNER ROLLS 2 DAMAGE



CREATURE	MOVEMENT	HEALTH	RESISTANCE
	0	5	

AXE CHOPS

Swinging your trusty axe against something is a key skill as a mining Dwarf. After all, you are here to dig for minerals! When you spend an action to do some Axe Chopping, you roll the white die, to see how many successful chops you perform during this action. Each axe symbol equals one success. Each successful result can be used to either:

- Collect a Mineral from your space, or an adjacent wall
- Harvest a Loot Bug on your space, or an adjacent one
- Collect health from a Red Sugar Mineral on your space, or an adjacent one
- Carve out an Alien Egg on your space, or an adjacent one
- Attack a creature on an adjacent space
- Carve out a passage by removing a wall adjacent to your space
- Destroy a Stalagmite adjacent to your space

Minerals collected are immediately placed in the **M.U.L.E.**, or the Mining Utility Lift Engine, for immediate or later use, and for reaching the mission objective (but you can simply place them on the Deep Rock Galactic logo on the board). There are three types of collectable mineral Minerals: Morkite, Gold and Nitra. Morkite is a valuable blue mineral deeply sought after by Deep Rock Galactic and other companies. Often you must collect a quantity of these to complete the mission; make the expenses worthwhile to the company. Nitra is a deep-red mineral that can be spent during the mission to call in a Resupply pod (3 Nitra Minerals are needed). Finally, Gold is a valuable mineral that can be used instead of Nitra (1 Gold replaces 1 Nitra), or to overclock your secondary weapon.

Note: If you chop out a Mineral in a wall, the wall segment is carved out automatically, as well. Loot Bugs are harmless creatures with the habit of consuming various minerals in the caves. This makes them a desired target for Dwarves searching for Gold and Nitra. When a Loot Bug is harvested, ie. Axe Chopped from the same or adjacent space, the chopping player rolls a Mineral die, to see if he gets any special resource from it. Any shown mineral, as well as ONE BONUS GOLD, is taken and placed in the M.U.L.E. (added to the shared collected pile of minerals). Thus, you always get at least 1 Gold from killing Loot Bugs.

When attacking an adjacent creature with Axe Chops, check for any resistance against Axe Chops, just like you would for any ammo type, in combat. For example, it is usually not worth it to try to chop down the flying Macteras, as they have 2 Axe Chop resistance. Resistance aside, each Axe Chop result deals 1 damage, like the other weapons. While it is dangerous to get close to most species in the caves, this close combat attack saves your ammo for use another time. (or is a last resort, if you have spent all your ammo).

If you stand next to a wall (with or without a Mineral), you can carve out a space in the wall: Place the ONE Hex Cave segment on the wall, indicating that this is now an open space, connected to the cave you are currently in (and possibly other adjacent caves). If you carve out a wall segment that is connected to a Hidden cave, that cave is immediately revealed; Flip it to its revealed side (be sure to cover the same spaces on the board, as before the flip), and place what miniatures and tokens that are depicted on its front side. Each Hidden Cave has exactly ONE flare symbol, which is why you always know how many round Unknown Pickups you will need when setting up a mission, even though parts of the cave system are hidden. Hidden Caves can also have one or more Weapon Upgrade symbols, indicating that you must place a random Weapon Upgrade token here, face-down, when the cave is revealed. It can be picked up by any Dwarf entering the space with the token. Place the Weapon Upgrade token face-up on one of the available Upgrade slots on your primary or secondary weapon.

Finally, you can use your axe to destroy a Stalagmite adjacent to your position. Stalagmites block movement for everybody, including flying Macteras, and they also block Line of Sight. But you might want to destroy a Stalagmite for a third reason; some of them conceal valuable minerals beneath them. Therefore, as you successfully destroy a Stalagmite, remove its model and then roll the Mineral die, to see if a mineral Mineral hides inside it. Immediately collect any mineral result rolled.

AXE CHOP EXAMPLE

In this example, the Driller can Axe Chop to either mine the Morkite, destroy the Stalagmite or dig a hole in the wall above him (opening up to the Hidden cave nearby). The Engineer can axe chop to either kill the Grunt, destroy the Stalagmite or kill the Loot Bug (or carve out a corridor space just above him, but that seems to lead nowhere).

If either of the Dwarves roll 2 Axe Symbols when chopping, they can do any two of the actions mentioned above.



THROW THROWABLES

Each Dwarf starts the game with one or more Throwable cards, most of which are grenades. Throwables are all one-time use: When spending an action to throw a Throwable, follow the text on the card, then discard it to the Throwable discard pile.

Throwables have a limited range, a written effect (usually something about rolling dice to do damage). Some Throwables require you to roll dice to deal damage, others have an effect that lasts up to two turns. To throw a Throwable, declare a target space within range, and follow the text on the card. Like with the Engineer Grenade Launcher, Throwables are NOT blocked by objects or figures (but Line of Sight can still not go through walls). Some Throwables have an area effect and hit multiple adjacent spaces; look at the small diagram on the card. You just need to be able to hit ONE of the spaces in the area you want to be affected - the other spaces need not to be within Line of Sight or range. Note that weapons that hit multiple spaces will injure other Dwarves, as well, if they are within the blast area. The blast area can be rotated as needed, but may not change shape. Like with any other weapon, you can target an empty space, if you want to.

When applying damage from a throwable, combine the result of the dice rolled, and deal that exact amount to every creature (or dwarf) in the blast zone.

THROWABLES EXAMPLE

In this example, the Engineer can damage all three Creatures with the Frag Grenade as he can trace a Line of Sight to at least one of the Grunts. The Slasher is not within Line of Sight, but will be caught in the blast anyway, as the player can decide how to angle the three affected attack spaces.



OVERCLOCK A SECONDARY WEAPON

Spend an action and one Gold from the collected pile to overclock your secondary weapon; flip the card to its overclocked side. It is now overclocked for the rest of the game. It comes

with the shown benefits. In addition, the top two secondary ammo slots (with the spiked overclocked frame) on the character board are now open, allowing you to later restock up to FIVE ammo for your secondary, overclocked weapon. Note that overclocking does NOT give you extra ammo, but it opens up room for two more ammo for that weapon.

CALL DOWN A RESUPPLY POD

Spend an action to remove three Nitra (or Gold, as Gold can substitute Nitra) from the collected pile to pay for an instant delivery of a Resupply pod; a goodie container full of much needed supplies to heal and to rearm the ever-hungry Dwarven weapons: Place the Resupply pod token on any empty ground space (not on a Tunnel Exit or pit) in the cave system. If the Resupply pod token is already in play, move it to this new location (and discard its Resupply pod card and any remaining content not claimed at this point). Then, draw the top card from the Resupply pod deck to see what it brings; place the card face-up on the table, together with the content (any health and ammo tokens).

RESUPPLY EXAMPLE

In this example, the Driller spends an action to pay 3 Nitra to call down a Resupply pod. He cannot place it next to himself as there are no empty space. Instead, he places it next to the Engineer, so that he at least does not have to take a move action to get to it.

The Driller player then flips a Resupply pod card and sees that it brings 7 Primary ammo, 4 Secondary ammo and 1 Health token. This is all placed on the card, to be collected by players near the Resupply pod token.



GET SUPPLIES

When adjacent to a Resupply pod, you can spend an action to get supplies: Take any ammo, and/or Health tokens from the Resupply pod card. You may not take more Health or ammo than you have slots for, on your Character board. Once the last of the content has been collected by a Dwarf, remove the Resupply pod token from the board, and discard the card.

EVENT CARDS

EXCHANGE SUPPLIES

Spend an action to give and/or receive any Ammo, Throwables, Weapon Upgrades or Rock & Stone cards to/from any adjacent Dwarves. You cannot exchange Health this way.

STAND UP

If you have been knocked over (e.g. by an attack), you can spend two actions to get back on your feet; stand up your Dwarven miniature. This is required before you can do any action, except for playing Rock and Stone card(s) - a knocked over Dwarf is helpless until back on his feet again. You must spend TWO consecutive actions in the same turn, in order to stand up again. Note that some Event cards (like "Sweet spot") require you to be currently standing (not knocked over) for you to use the option presented on the card.

HELP ANOTHER DWARF ON HIS FEET

Spend an action to help an adjacent Dwarf back on his feet (put his miniature back on its feet). This is faster than having him spend two actions to get back up, but it requires you to stand next to the knocked over Dwarf to do so.

REVIVE AN UNCONSCIOUS DWARF

A Dwarf that has no Health left is not dead, but unconscious. He can do no actions in his turn, but also do not draw an Event card while unconscious. Creatures will ignore unconscious Dwarves and instead look for new targets. You may spend an action to revive an adjacent, unconscious Dwarf; put him back on his feet. The revived Dwarf receives 1 Health token.

PLAY ROCK AND STONE CARD(S)

Spend NO action (yes, this costs nothing) in any Dwarf's turn to play one or more Rock and Stone cards. Rock and Stone cards represent encouraging shouts and morale boosts - they usually have a positive effect on your fellow Dwarves. Cards are one-time use; discard the played card to the Rock and Stone discard pile. Some cards can be played on any Dwarf, others can only be played on other Dwarves than your own (in which case the card says so).

Note: If you play a solo game with only BOSCO and one Dwarf, you may spend Rock and Stone cards on yourself, even if they tell you to play on other Dwarves. This ONLY goes for solo plays with a single Dwarf.

Once a player is done taking his/her actions, he/she must draw an Event card. Unconscious Dwarves, and Dwarves back onboard the Drop pod (when objectives have been met) do not draw an Event card at the end of their turn. Only Dwarves back onboard the Drop pod when objectives have been met do not draw an Event card at the end of their turn. Event cards represent all the unknown, and usually dangerous, events that can occur in the hostile cave system. Often it means placing and/or moving hostile creatures, or advancing on the Swarm Threat track, which eventually leads to the larger Swarm attacks. Other cards are special events, both good and bad. Some cards have the active player (the one drawing the card) perform a specific task or optional action. Once the card instructions have been revealed and followed, the card is discarded to the Event card discard pile, next to the board.

REACTION SHOTS

Some Event cards allow Dwarves (but not the Sentry Gun) to take a reaction shot. It means that other Dwarves get to interrupt and help you out, if they are not knocked over: If the player to your left is within two spaces of you, he or she may immediately perform ONE ranged attack for no action against the creature mentioned, by paying the ammo needed. In some cases, a single hit of any type is enough to eliminate the threat. In other cases (like the emerging Slasher), a hit from a reaction shot might only injure the creature, and the next player around the table may want to perform a Reaction shot, as well. All players around the table, except for the player under attack, is allowed to perform one Reaction shot when the Event card allows it.

COMMON EVENT CARD TYPES

MISSION SPECIFIC EVENTS

These Event cards have circumstantial effects, based on the current mission. Read the corresponding text in the mission description to see what happens.

OPTIONAL EVENTS

Some Event cards offer the active Dwarf a choice between one or more options. Often it is required that the Dwarf is standing, ie. is not knocked over, when the card is read; if the Dwarf is knocked over, the option is not available, and the event is ignored.

INCREASE SWARM THREAT

Some Event cards have you increase the Swarm Threat one or two steps. To do so, move the tracker on the Swarm Threat meter one or two steps to the right. If it reaches a step with a

creature symbol on it, a swarm is triggered (described later).

EMERGING CREATURES

Some Event cards have you place (spawn) new creatures by specific Tunnel Exit numbers. All missions have two Exits, and one of the hidden cave segments features a third one. If a card tells you to place any creatures on Tunnel Exit III, but it isn't on the board at this point in time, do not place these creatures. When you place creatures by an Exit, always place them as close as possible to the Exit itself. Often there are multiple possible spots. In that case, place them on the ones closest to the nearest Dwarf. If there are still more to pick from, the active player decides.

If a card instructs you to place any creatures, but no more miniature figures of that type is available (ie. they are already all on the board), place Grunts instead. If all Grunts are also in play already, do not place anything in its stead - you already have enough threats on your hands.

EMERGING CREATURES EXAMPLE

In this example, let's say a card dictates that we place three Grunts by Tunnel Exit I. They need to be as close as possible to the Tunnel Exit, in spaces as close as possible to the nearest Dwarf.

First one will always be placed on the Tunnel Exit itself, if it is unoccupied. The second one is placed on the space with the Loot Bug, as it is the only vacant one adjacent to the Exit.

The third Grunt will have to be placed further out, two spaces from the Exit and then as close as possible to the nearest Dwarf. It will go to the top spot, right adjacent to the Engineer, but it could also have been placed on the space to the right of it, as it has the same distance to the Exit and the Dwarf.



ACTIVATING CREATURES

Some Event cards activates the creatures. Activating creatures means to attack OR move with each of hostile creatures in the game; players must now temporarily act in the interest of their opponents, the creatures, and use the rules below to seek out and harm the nearest Dwarves. To activate any creatures, players must go through the list of creatures at the back of this book, from top to bottom, and attempt to either do ONE attack or ONE move action.

Creature activation rules:

- Creatures are always activated from top to bottom of the list, even if it means some creatures will block the way for others later in the turn.
- A creature will always attack instead of moving, if possible. Roll the number of dice shown on the Creature table, and apply any effects rolled.
- If there is no Dwarf within range and Line of Sight, the creature will instead move (if it can) to try to get closer to the nearest Dwarf, in order to attack it at a later activation.
- If there are multiple candidates to engage (ie., same distance), the creature prefers to go after the Dwarf that had its turn most recently.
- Creatures can move in caves just like Dwarves, but also cross Pits - they will simply walk on the sides of the Pits, so they cannot "jump" over a Pit, but must follow its sides. They can also end their turn on a Pit space, as all pit spaces have sides.
- Creatures may pass through spaces with other creatures, but not with Dwarves.
- Creatures must end a move on a vacant space, but it can be a Tunnel exit or a pit space.
- If no shorter path is available to get closer to a target, a creature will take a longer path. If that is ALSO not possible, the creature will not move.
- Creatures can also move on spaces in the drop pod.
- When there are multiple creatures of the same type, the active player decides which to move first.

ACTIVATING CREATURES EXAMPLE

In this example, the Engineer just ended his turn and drew an Event card that activates all creatures on the board. There are currently one Grunt, two Mactera Spawns, one Slasher and one Brood Nexus on the board. They will be activated in this order, as this is the order they are listed in, on the creature table at the back of this book.



The Grunt only has one range, so it cannot attack this time. Instead, it will move closer to the nearest Dwarf. In this case, it is the Driller, as creatures cannot leap over pits - only move on the sides. The Grunt will therefore move two spaces and end its activation right next to the Driller. Next, the Mactera Spawns will activate. The one nearest the Dwarves is within its attacking range (3) of both Dwarves; upon activation, it attacks the Engineer, dealing one die of damage (and it might stun him).



ACTIVATING CREATURES EXAMPLE

The other Mactera is not within range and will move closer. It moves only one space, to the space where the Grunt stood earlier; it does not have to move its full distance, as it is now within attacking range of the nearest Dwarf. Next, the Slasher attacks, because it is already within attacking range. As it can attack both Dwarves, it will attack the Engineer, as he had his turn most recently. It deals two dice of damage (and it might knock him over)



Finally, it is time for the Brood Nexus to activate. It never moves or attacks. Instead, roll two dice to see how many Grunts emerge from it, if any. In this case, the dice results (one "!" symbol) made one Grunt emerge, which is placed adjacent to the Brood Nexus, as close as possible to the nearest Dwarf (the Engineer). This newly arrived Grunt will not activate during this event, as Grunts were activated earlier (as they were higher on the creature table).



SWARMS

Swarms are special events that can occur when an Event card increases the Swarm Threat and the **MARKER** lands on the step with the creature.



In that case, flip over the top Swarm card and place the creatures as the card dictates. Sometimes you have TWO Swarm cards to flip, because an earlier Event told you to put an extra Swarm card to the side. In that case, place the creatures one card at a time. Once the creatures have been placed, **ALL** creatures activate! Since this also includes all the new ones, it is generally a good idea to stay clear of the Tunnel Exits when a Swarm is about to happen...

TURN END

When a player is done with his actions and has resolved any Event (and Swarm cards, if any), his/her turn ends. The player to the left then begins his/her turn.

GAME END

A **Mission** can end in either loss or win for the Dwarf team, collectively:

- If mission objectives have been met, the game ends as a successful mission once all Dwarves are onboard the Drop pod, on any space(s).
- If all Dwarves are ever unconscious (ie. have no Health left) at the same time, the Dwarves lose.
- If the Swarm Threat token ever reaches the last spot on the Threat Meter, the mission is aborted and the Dwarves lose, as well.
- If the Swarm Threat token ever reaches the last spot on the Threat Meter, but the mission's objectives have been met, **AND** at least one Dwarf (but not all) is onboard the Drop pod, the mission is a minor success.

If a mission is a **success**, great, congratulate yourselves on your achievement and your collaborative skills. Then, reset the game and play another mission, if you want to.

If a mission is **lost**, do not worry, you might already know what to do better the next time you play this mission, or you can try your luck with a different mission.

THE DWARVES

Deep Rock Galactic would be nothing without its four heroic Dwarf classes; **The Driller**, **Gunner**, **Engineer** and **Scout**. Each player takes the role of one of these unique classes. Below is a description of each, as well as their individual skills and gear.

THE SCOUT

The **Scout** is the most mobile of the Dwarves, as he is both light-footed and carries his own grappling hook to easily cross the deep pits. The Scout also brings along the Flare Gun to light up distant areas, and the M-1000 rifle for deadly precision at long range.

SCOUT SPECIAL SKILLS AND GEAR:

Light-footed: At the end of a movement action, the Scout may perform a ranged (or throwable) weapon attack for no action (does not include the M-1000 Aimed Shot mode). He must still pay any ammo cost.

Grappling hook: While moving, the Scout is allowed to move over any pits and creatures without penalty, as long as he ends his move on a vacant space.

Flare Gun: Place a Flare token on any space (vacant or not) within Line of Sight. Dwarves get to reroll one die per attack against any Creature standing on or next to the space with the Flare token. Take the Flare token back at the start of your next turn.

SCOUT PRIMARY WEAPON:

The Scout comes with the **M-1000 long range rifle**, dealing deadly, piercing damage from afar. It has two modes, Regular shots and Aimed Shots. Regular shots let you spend an action (unless it happens at the end of a movement action) to roll one piercing die against a single target up to 6 spaces away. Aimed Shots lets you roll TWO of those lethal dice, against any one target at a range up to 8 spaces away. The downside is, the Aimed Shot costs TWO actions (in the same turn) to fire (but still only one ammo token).

THE DRILLER

The **Driller** can move effortlessly through any obstacle, thanks to his double Power Drills. He also carries a menacing Flamethrower, for hot crowd control within a limited range.

DRILLER SPECIAL SKILLS AND GEAR:

Power Drilling: While moving, The Driller can drill-move into a wall space or Stalagmite, automatically destroying it. Requires no dice roll, but the current movement action ends, and no Mineral die is rolled for Stalagmites (any potential Mineral in the Stalagmite is lost. If a Mineral is present in a wall, it is also lost (shattered and buried in the debris by the powerful drills).

Drill Attack: When attacking in close combat, the Driller rolls the die with the axe symbols but may ignore any resistance against axes.

DRILLER PRIMARY WEAPON:

The **Driller's** primary weapon is the powerful, but relatively short ranged, **Flame Thrower**. It comes with two firing modes, the defensive Flaming Ground and the more barbecue-like Fire Haze. Pay 1 primary ammo to fire either of them.

Fire Haze lets you roll three Flame dice against any enemies within 3 spaces. As simple as that. Note that some creatures, like the Slasher, have resistance against fire attacks, ignoring one or two flame results before taking any damage.

Flaming Ground: The Driller can (up to two times per turn) spend an action to set the ground on fire: Roll two Flame dice and apply damage as with Fire Haze. Remove any killed creatures. Then, place up to 3 Flame tokens on spaces within range that now hold no creatures. The flame tokens can also be placed on tunnels, pits and spaces with tokens on them. The tokens must be placed adjacent to each other, with one of them on or adjacent to, the space with the creature that was initially targeted. If there is no room for all the flame tokens, place as many as possible. Creatures will not attack through or move into the Flame tokens. If a creature can only be spawned on a Flame token, remove the token and apply 1 damage to the creature (if it has no Fire Resistance, otherwise, simply remove the token for no effect on the creature). Take back all Flame tokens at the start of your next turn. Dwarves suffer a total of 1 Damage if they walk into one or more spaces with Flames. Would be a bit foolish, but could sometimes be necessary.

DRILLER EXAMPLE

In this example, the Driller is facing two Mactera Spawns and a Grunt. He decides to use his Flaming Ground attack and spends 1 action and 1 Primary ammo. He targets the nearest Mactera and rolls two dice.

One of them is a double Flame hit, killing the Mactera. No other damage is dealt, so no other creature is harmed.

The Driller then gets to set the ground on fire: He places three Flame tokens adjacent to each other, starting with the space where the first Mactera was. He cannot put them on already occupied spaces.

Now, the last Mactera Spawn has no Line of Sight to the Driller, so it cannot attack for now.



THE GUNNER

The **Gunner** carries a triple-barreled powered Minigun, able to take down swarms of enemies. He is also equipped with ziplines, great for making fast paths across pits. Finally, the Gunner can deploy a stationary shield, to protect himself and his team.

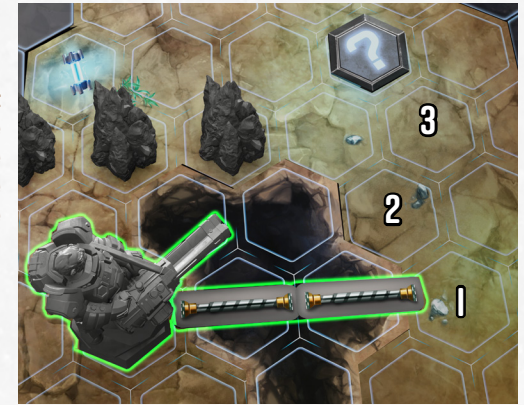
GUNNER SPECIAL SKILLS AND GEAR

Zipline Launcher: Spend an action to place one or more Zipline tokens in a straight line

from your space to a vacant space across an adjacent Deep Pit. Any Dwarf can move along a deployed zipline during normal movement. Ziplines can be accessed from any adjacent space. A Dwarf cannot end his turn ON a zipline. Using ziplines is a fast way to travel; Getting on, using and leaving a zipline only costs 1 movement point, regardless of the length of the zipline (number of Zipline tokens). Spent ziplines can be used elsewhere if you run out and need to deploy more - simply move an old one to its new location.

GUNNER ZIPLINE EXAMPLE

In this example, the Gunner is trying to reach the unknown ground object across the pit. He spends an action to lay down two Zipline tokens next to each other, starting with the space adjacent to his current position. He then spends another action to move across the pit (crossing is only one movement step) and is then able to get adjacent to the ground object with the rest of the movement action.



Shield Generator: Spend an action to place the Shield token by your space. The Shield protects you and adjacent Dwarves against all attacks, including leeches, grabbers and other air surprises. Attacks will still happen, but will not affect Shielded Dwarves. Take back the Shield token at the start of your next turn or at the end of a turn where creatures attempted attacks against the Shielded Dwarves. If you move while being shielded, the Shield token stays back at the space, preventing creatures from entering that space, or harming anybody on or adjacent to it.

GUNNER PRIMARY WEAPON

The **Minigun** can be fired as a Burst Fire shot or a Sustained Fire salvo. Burst Fire mode lets you spend one action and one ammo token to roll three Bullet dice. Apply to one or more creatures within 5 spaces. Note that some creatures have resistance against the bullets, like the Mactera Spawn. Sustained fire mode means repetitive fire. It does not count as an action if done immediately after a Burst Fire shot (or Sustained Fire shot) with the Minigun. You still have to pay ammo, but you get to roll another three Bullets against any targets within range, as a free action.

THE ENGINEER

The **Engineer** can set up the automatic Sentry Gun, to hold the ground. He also carries a devastating Grenade launcher, and the Platform gun, which can be used to easily overcome terrain obstacles.

ENGINEER SPECIAL SKILLS AND GEAR:

Sentry Gun turret: Spend 1 action and 1 Ammo to place a Sentry Gun on an adjacent, vacant space. The Sentry Gun does not block movement or attacks, but no figure can end its movement on the same space as the gun. Creatures will prioritize and attack a Sentry Gun if Dwarves are further away. Sentry Gun has 1 health before it is destroyed - return it to the Engineer. The Engineer can always set up another Sentry Gun later - even if the old one isn't destroyed - just relocate the Sentry Gun to its new location.

Whenever a creature moves (or spawns) within range 3, roll one Bullet die (only once per creature per turn) as the Sentry Gun fires on the moving creature. This does not cost action or ammo for the owning Dwarf. Note that some enemies have resistance against the Bullet attack, and thus can generally not be harmed by the Sentry Gun.

Platform gun: The Platform Gun is not a weapon, but generates platforms to walk on. Spend 1 action to place 1-3 of your platforms on Deep Pit spaces within range 3 (with or without creatures on them). A space with a platform can be used by Dwarves (and creatures) to move effortlessly across Pits. If you are to shoot more platforms than you have left, you can reuse one of the earlier ones (if no Dwarf or creature is currently standing on it); simply move it to the new location.

ENGINEER PRIMARY WEAPON:

The Engineer comes equipped with the powerful **Grenade Launcher**, which can shoot over obstacles (except walls) to hit targets behind it. It comes with two modes, the High Explosive (HE) grenade and the Armor Piercing (AP) Grenade, both requiring 1 primary ammo and 1 action to fire. The HE Grenade attack is an area grenade attack; Target one space within four spaces, and roll the Explosive die. Apply the result to any creatures and dwarves on the target space, and two adjacent spaces that are also adjacent to each other (so they form a small triangle of spaces). ALL creatures on the three spaces suffer the effect of the die result. Note that one side on the die is the Scare Away symbol - it means that the affected creatures must be moved up to two spaces AWAY from the shooter, if possible. The AP Grenade is a focused attack that only hits a single creature on a single space up to four spaces away, but you get to roll two Explosive dice against it, and pick whichever result you want.

...AND BOSCO

BOSCO is an independent, self-propelled mining and combat robot that can assist the Dwarves. When you play a solo mission with only one Dwarf, you can bring BOSCO. BOSCO can take two actions, right after the player has taken his/her three (so, before drawing any Event card). BOSCO can do any of these actions:

- Move up to three spaces (as it flies, BOSCO can ignore pits, creatures, dwarves and stalagmites, as long as it doesn't end its move on a being or stalagmite).
- Axe chop at adjacent walls, stalagmites, loot bugs or creatures (any found minerals are left on the ground and must be picked up by a Dwarf, simply by moving into the same space).
- Attack with a light gun: Roll one Bullet die, range 4.
- Attack with a rocket launcher: Roll one Explosive die, range 4. Important: It costs BOSCO both of its actions to use the rocket launcher.
- Revive an unconscious Dwarf. Regardless of distance, BOSCO sacrifices its circuits to rush to your location and save you: Revive yourself (stand up and receive 1 Health back), and then take a new turn (do not draw an Event card). BOSCO is lost for the rest of the mission, however.









BOSCO is a nice assistant to bring on missions as BOSCO cannot be attacked or harmed by creatures, and it cannot run out of ammo. BOSCO does not block Line of Sight or movement, but creatures and dwarves cannot end their move on the same spot as BOSCO. BOSCO cannot pick up any minerals or objects of any kind, and it cannot reveal Unknown Pickups. It can, however, dig into hidden caves, thereby revealing the cave and creatures inside of it. BOSCO can assist with reaction shots like any other Dwarf on Event cards like the Leech Attack, if within range.

DEEP DIVE CAMPAIGN

Playing the DEEP DIVE CAMPAIGN is challenging as you play the missions without any rest at the Space Rig between the missions; you have to make do with any equipment etc. that you find during missions. If your group decides to play the game as a Deep Dive campaign, the following rules apply:

- Do not restock on Health, Ammo, Rock & Stone cards or Throwables between missions. Only take back character specific tokens, such as Platforms for the Engineer, or Ziplines for the Gunner.
- Keep what Ammo, Health, Throwables, Rock & Stone cards and secondary weapon Overclocks you currently have.
- Keep up to one Weapon Upgrade. Any excess ones must be discarded to the shared stash, but you will be compensated with one extra Throwable per discarded upgrade.
- Remove all collected Minerals and pickups, as the content of the M.U.L.E. is shipped back to the Company.
- Each successful mission grants a free Rock & Stone card to each Dwarf that made it back into the Drop Pod.
- If you fail any mission, you can replay the current mission, using the normal setup rules (but then you lose any gained upgrades, etc. from earlier missions. Basically, you are restarting the Deep Dive campaign with fresh dwarves, but from this mission).

VARIOUS EFFECTS

SYMBOL	EFFECT ON DWARF	EFFECT ON CREATURE
	Damage: The Dwarf loses 1 Health.	None
	Stunned: The Dwarf starts his next turn with only 1 action to do. Note: A knocked over, stunned Dwarf will not have enough actions to be able to stand up in the next turn.	Stunned: Next time the stunned creature is activated, remove the Stunned token but do not activate the creature.
	Webbed: The Dwarf may not move or in any way leave his space in his next turn. He can still shoot and do other actions.	None
	None	Frozen: While frozen, any damage dealt to the creature is doubled (after Resistance is taken into account). Next time the frozen creature is activated, remove the Frozen token but do not activate the creature.
	Shielded: The Dwarf on this space, and any adjacent Dwarves, cannot be affected by any damage or effects from any creatures while the Shield is in effect. The Shield is stationary, meaning that the caster can move out of its area of effect.	None
	Knocked over: The Dwarf is knocked over and cannot do any actions until he stands up (costs two actions) or an adjacent Dwarf helps him up (for one action).	None
	None	Inhibited: Creatures can enter, but not leave, the affected area. Also applies to flying creatures. Effect lasts until the start of your next turn. Keep the card in front of you as a reminder until then.
	None	The L.U.R.E. (Laser Utility Refraction Emitter) grenade projects a Dwarf hologram which attracts all nearby creatures; Activated creatures that are not closer to a Dwarf will instead move and/or attack the L.U.R.E., to no avail. Effect lasts until the start of your next turn. Keep the card in front of you as a reminder until then.

HOSTILE CREATURES OF HOXXES IV

CREATURE	MOVEMENT	HEALTH	RESISTANCE	ATTACK	RANGE	DESCRIPTION	SYMBOL	
	Grunt	3	1	NONE	 ! = No Effect	1	Most common enemy type in the caves and especially during swarms. Grunt attacks are purely melee based. Grunts are small enough so that ranged attack weapons can fire over them, to hit a target on the other side.	
	Web Spitter	3	2	NONE	 ! = 	5	The Web Spitter fires damaging and sticky web projectiles from afar. It can web a Dwarf, immobilising him in his next turn. This can temporarily cripple a Dwarf, rendering him wide open to attacks from other Glyphids. Webbed Dwarves can perform all other actions than movement in their next turn.	
	Exploder	3	1			1	When an Exploder is killed or gets activated while adjacent to a Dwarf or Sentry Gun, it will explode, destroying itself and deal explosive damage to figures in all adjacent spaces. Dwarves and Sentry Gun may ignore a "Scare away" result.	
	Mactera Spawn	3	2	  	 ! = 	3	The Mactera can fly over any obstacle (including Stalagmites) but not end on it. The creature attacks with a dangerous spit attack that can stun its target, reducing his Action points by 1 in his next turn.	
	Slasher	3	2	  	 ! = 	1	The Slasher is covered in sharp white growths, providing better protection. It has a nasty habit of burrowing out of the ground, before attacking. Slashers can knock over a Dwarf with a crippling slash attack.	
	Brood Nexus	0	5		 ! =  spawn 1 Grunt	-	The immobile Brood Nexus has no attack (ignore any bite results), but it can spawn Glyphid Grunts to adjacent spaces, nearest to a Dwarf. Once the Brood dies, 2 Grunts spawn; One in its place, the other adjacent to it (as close to nearest Dwarf as possible). These Grunts take no damage from the attack that killed the Brood Nexus.	
	Spitball Infector	0	5	   	 ! = 	7	The "Spitballer" is a tough, plant-like enemy, immobile as it is rooted to the floor. It fires acidic mortar globs by swelling up for a second and then spewing the glob at the nearest Dwarf, possibly knocking it over. When killed, the Dwarf dealing the killing blow gets to draw a Rock and Stone card as a morale boost.	
	Praetorian	3	6	     resistance ignored when attacked from behind 	 ! = 	2	The imposing Praetorian is well protected, but its abdomen sticks out at the rear, with no plating to protect it - thus, attacking it from behind (see the green spaces in the diagram) lets you ignore its Resistance. When moving the Praetorian, always face in the direction it moved (towards nearest Dwarf). When it is killed, the Dwarf dealing the killing blow gets to draw a Rock and Stone card as a morale boost.	
	Oppressor	4	7	      resistance ignored when attacked from behind 	 ! = 	1	The monstrous Oppressor has thick front armor and the ability to crash through rock (with no minerals) to get to its prey. Rock walls and Stalagmites are destroyed where the Oppressor moves. When a Dwarf attacks an Oppressor from behind (see the green spaces in the diagram), he can ignore its Resistance. When moving the Oppressor, count from the front part and always face in the direction it moves. When it is killed, the Dwarf dealing the killing blow gets to draw a Rock and Stone card as a morale boost. The Oppressor takes up two spaces on the board - it can attack from either, and damage can be dealt to either. Area effect weapons can deal its damage to both spaces.	

OVERVIEW SHEET

PLAYER TURN

1

Perform 3 actions (1 if stunned, 0 if Unconscious) in any order.

2

Draw and resolve an Event Card (unless returned to Drop Pod after successfully completing objectives).

TRIGGERED SWARM

1

Draw Swarm card and place Creatures shown on card

2

Activate all Creatures

ACTION SUMMARY

Move up to 3 spaces

Shoot (pay 1 ammo)

Axe chop (Minerals, Creatures, Loot Bugs, Eggs, Walls or Stalagmites)

Throw a Throwable

Overclock a secondary weapon for 1 Gold

Call down a Resupply pod for 3 Nitra

Get Supplies (from adjacent Supply Pod)

Exchange supplies (with adjacent Dwarves)

Stand up (after being Knocked down) - slow action, counts as two actions

Help an adjacent Dwarf on his feet

Revive an unconscious Dwarf (stand up, get 1 Health back)

Play Rock and Stone card(s) (free action, can be done any number of times)