Dwarf Rangers v.1.1

Warband Special Rules

Few in Number
Dwarf warbands have a maximum of 12 warriors (rather than the normal 15). In a Dwarf warband, each combat group may consist of no more than 0- 2 Heroes and 0-2 Henchmen (instead of the normal 0-2 Heroes and 0-3 Henchmen. The warband's maximum number of heroes remains 6.)

Resolute (+1")
Warriors with this rule add +1" to the maximum distance moved with Running moves (no effect with Charging moves or normal moves).

Sturdy and Stout
Warriors with this rule are immune to Concussive effects and suffer no Initiative penalties for wearing Heavy Armour.

Fanatical
Warriors with this rule are immune to fear and panic and may not leave close combat voluntarily.

Indomitable
Warriors with this rule may re-roll Armour Save rolls of 1 vs. close combat attacks. (No effect vs. spells/prayers.)

Slayer Vows
Warriors with this rule may never use other weapons than Axes, Great Axes, or Throwing Axes, unless a training skill allows otherwise. (They may use Special Equipment as normal.)

Forester
Warrior with this rule add +2 I when climbing, jumping, falling and diving

Bodyguard
When leader is in combat the warrior rolls 3D6 instead of the normal 2D6 when determining the random distance added to his charging moves

Grumbler
Warriors with this rule are immune to panic and other warriors in the warband who are within 6" of them, and whose race is Dwarf, may re-roll failed panic tests. Requires line of sight.

Slayer Fighting
Warriors with this rule may choose any one skill from the Combat, Strength, or Dawi lists when hired. (Choose separately for each warrior.)

Heirloom
Warrior has this item when hired. It may not be sold or swapped to other warriors, but may be robbed and discarded as normal.

Stealth
While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Dawi Skills
When henchmen are promoted to Heroes, only warriors whose race is Dwarf may choose Dawi skills as one of their three skill lists.

Warband Special Equipment

Gromril Axe 10gc
Close Combat Weapon: Axe: Is affected by anything that affects Axes and can be used by anyone who can use normal Axes.
Sunder (1): Each time an enemy is successfully hit by an attack from this weapon (even if not wounded), he suffers -1 to his Armour Save for the rest of the battle.

Gromril Armour 25gc
Suit of Heavy Armour: Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.
Armour Save: 5+
Initiative Penalty: -1
Indestructible: Any Sunder effects wearer would suffer that would reduce his armour save beyond 5+ are treated as Armour Piercing effects instead. (E.g. Sunder [2] becomes Armour Piercing [2].)

Trollskin Cloak 20gc
Suit of Armour.
Wearer gains 'Regeneration (6+)

Dawi Skills

Grudgebearer
Warriors hates all enemies in the first round of each close combat. (I.e. all of his close combat attacks have +1 to hit.)

Resilient
All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart.

Gritty
Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Ranger (+3")
Warrior has +3" to the range to the range he spots hidden enemies. (Stacks with other modifiers, such as from Lantern.)

Hammerer
Warrior may re-roll all failed rolls 'to hit' with Hammers and Great Hammers in the first round of close combat.

Stubborn
Warrior may re-roll failed fear and panic tests.

Forgemaster
Warrior's close combat attacks (but not shooting attacks) have 'Armour Piercing (1).' (Stacks with other Armour Piercing effects he may have.)

Runelord (Priests Only)
Must be a priest to choose this skill. Warrior adds +6" to the range of all prayers he is attempting to cast. (Prayers that can only affect caster are not affected.)

Dwarf Skill lists

	Combat	Shooting	Academic	Strength	Speed	Dawi
Thane	V	V	V	V		V
Ranger	V	V		(+10gc)	V	V
Troll Slayer	V			V		V
Rune Priest	V		V	V		V
Beardling	V	(+10gc)	(+10gc)	V		V

Dwarf Equipment list

Thane, Hammerers, Beardlings and Rune Priest

Close Combat Hand Weapon and Great Weapon
Shooting Pistol, Handgun, Crossbow and Throwing Axes
Armour Light Armour, Heavy Armour and Shield

Veteran Rangers And Rangers

Close Combat Hand Weapon and Great Weapon
Shooting Crossbow and Throwing Axes
Armour Light Armour and Shield

Troll Slayers

Close Combat Axe and Great Axe
Shooting Throwing Axes
Armour Trollskin Cloak

Quarrellers

Close Combat Hand Weapon and Great Weapon
Shooting Crossbow
Armour Light Armour and Shield

Heroes

0-1 Thane

50 gc to hire

Starting Experience: 28

M	Ws	Bs	S	T	W	I	A	Ld
3	5	4	3	4	3	2	1	9

SPECIAL RULES

Leader (6"), Resolute (+1"), Sturdy and Stout,

0-2 Veteran Rangers

45 gc to hire

Starting Experience: 24

M	Ws	Bs	S	T	W	I	A	Ld
3	4	4	3	4	3	2	1	9

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Forester

0-2 Troll Slayers

45 gc to hire

Starting Experience: 24

M	Ws	Bs	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	9

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Fanatical, Slayer Fighting, Slayer Vows

Rune Priest

45 gc to hire

Starting Experience: 24

M	Ws	Bs	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	9

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Priests (Lore of Runes): Start with 1 Prayer

0-30 Beardling

30 gc to hire

Starting Experience: 8

M	Ws	Bs	S	T	W	I	A	Ld
3	3	2	3	4	3	2	1	9

SPECIAL RULES

Leader (6"), Resolute (+1"), Sturdy and Stout,

Henchmen

Rangers

40 gc to hire

Starting Experience: 18

M	Ws	Bs	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	9

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Forester

0-3 Quarrellers

40 gc to hire

Starting Experience: 18

M	Ws	Bs	S	T	W	I	A	Ld
3	3	4	3	4	3	2	1	9

SPECIAL RULES

Resolute (+1"), Sturdy and Stout

0-3 Hammerers

55 gc to hire

Starting Experience: 24

M	Ws	Bs	S	T	W	I	A	Ld
3	5	3	3	4	3	2	1	9

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Indomitable, Heirloom: Heavy Armour

0-3 Warhounds

30 gc to hire

M	Ws	Bs	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	4

SPECIAL RULES

Animals *(Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)*