

Dwarves v.2.3

Warband Special Rules

Treasure Hunters

Whenever a Dwarf warband acquires a Magic Item, it may re-roll the result. The second result must be accepted.

- This ability *cannot* be used where the Magic Item had already been rolled for on the Magic Items chart (*such as if the warband acquired the item through a 'Robbed by Enemy Warband' result on the injury chart*).

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.

Master of Ballistics (18")

All of this warrior's shots with Blackpowder weapons suffer -1 to hit for shooting further than 18" instead of the normal -1 to hit for shooting further than 12".

Fanatical

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

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.*)

Warband Special Rules

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.

Wanderer

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.



© Giorgos Magakis

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.

Cinderblast Bombs 10gc

Missile Weapon

Range: 6" **Strength:** 4

Concussive (1): Each time an enemy is hit by an attack from this weapon (*even if not wounded*), he suffers -1 Initiative for the rest of the battle.

Quick to Fire: No -1 to hit for moving and shooting.

Flamethrower 10gc

Blackpowder Weapon

Range: 12" **Strength:** 3

Flaming Attacks.

Incendiary (+D3): +D3 to all rolls on the Critical Hit chart (*stacks with other modifiers*).

Quick to Fire: No -1 to hit for moving and shooting.

Drakegun 35gc

Blackpowder Weapon

Shots: A Drakegun can fire in various ways, see the right side of the page.

Cumbersome: Wielder suffers -1 Movement and -1 Initiative for the entire battle, unless his race is Dwarf.

Unwieldy: When deploying the warband in scenarios, there can only be one Drakegun in each Combat Group.

Move or Fire.

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+).'

Warband Special Equipment

Oath Stone 10gc

Special Equipment: Owner gains a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*) May be given to henchmen.

Drakegun Shots

Each turn, a Drakegun may fire in one of the following ways:

Ball Shot

Range: 30" **Strength:** 4

Armour Piercing (1)

Unstoppable: When firing a Ball Shot, draw a line 30" long and 1" high: Roll 'to hit' against every warrior in the line of fire. (*Ball Shots stop if they hit a terrain feature and are subject to the normal rules for targeting shooting, i.e. must target closest enemy unless elevated 2" above ground level etc.*)

Shrapnel Shot

Range: 24" **Strength:** 3

Shrapnel (3"): If target is successfully hit (*even if not wounded*), all warriors within 3" of target (*friend or foe*), and with line of sight to target, also take 1 Strength 3 hit.

Chained Axes Shot

Range: 24" **Strength:** 4

Armour Piercing (1)

Linked Shots: May re-rolled failed rolls 'to hit.' (*Re-rolled dice cannot cause critical hits.*)

Trollhammer Shot

Range: 18" **Strength:** 5

Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' Critical Hits.

Armour Piercing (1)

Flameshot

Range: Flame Template **Strength:** 3

Grapeshot: All warriors under, or partially under, the template take 1 Strength 3 hit. May be targeted so it also hits friendly warriors.

Flaming Attacks.

Never Misfires.

Congested: A Drakegun that has fired a Flameshot cannot shoot for the rest of the battle.

- When firing up or down, the template is assumed to be 1" high.
- (*Grapeshots follow the normal rules for targeting shooting.*)

Warband Special Equipment

Chained Axes 10gc

Close Combat Weapon: Axe: Is affected by anything that affects Axes and can be used by anyone who can use normal Axes.

Armour Piercing (1)

Chained Strikes: May re-roll all failed rolls 'to hit.' (Re-rolled dice cannot cause Critical Hits.)

Swipe and Swirl: At the end of each close combat phase (including opponent's) where wielder was engaged in close combat, all warriors (friend or foe) within 1" of wielder also take 1 Strength 1 hit with Armour Piercing (1).

Two-handed.



© Giorgos Magakis

Dawi Skills

Doomseeker (Slayers Only)

All of warrior's 'Swipe and Swirl' hits from Chained Axes have +1 Strength.

Ferocious Charge (+D3") (Slayers Only)

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.) Warrior's type must be Slayer to choose this skill.

Deathblow (Axes) (Slayers Only)

All of this warrior's Critical Hits with Axes, Great Axes, and Throwing Axes automatically result in a 'Deathblow' result on the critical hits table. Warrior's type must be Slayer to choose this skill.

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.

Bombardier

Warrior has 'Multiple Shots x2' with Cinderblast Bombs. (This skill does not grant proficiency with Cinderblast Bombs.)

Talismanic Tattoos (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (Other warriors may still be affected.)

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 have 'Armour Piercing (1).' (Stacks with other Armour Piercing effects he may have.)

Master of Ballistics (18")

All of this warrior's shots with Blackpowder weapons of any kind suffer -1 to hit for shooting further than 18" instead of the normal -1 to hit for shooting further than 12".

Runelord (Thane Only)

Warrior becomes a priest who uses prayers from the Lore of Runes. He does *not* know the Signature Prayer from the Lore of Runes, but a single random prayer each battle. Whenever he gains a skill from now on, he may choose to learn the Signature Prayer from the Lore of Runes, or increase the number of Prayers he knows by one. (Doing so uses up the skill advance.)

Dwarf Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Dawi
Thane	V	V	V	V		V
Longbeard	V		V	V		V
Engineer	(+10gc)	V	V	V		V
Troll Slayer	V			V		V
Beardling	V	(+10gc)	(+10gc)	V		V

Dwarf Equipment Lists

Thane, Longbeards, Beardlings, Clansmen

Close Combat
Hand Weapon
Great Weapon

Shooting
Pistol
Handgun
Crossbow
Throwing Axes

Armour
Light Armour
Heavy Armour
Shield

Engineers

Close Combat
Hand Weapon

Shooting
Blunderbuss
Handgun
Drakegun
Flamethrower
Cinderblast Bombs

Armour
Light Armour
Heavy Armour

Ironbreakers

Close Combat
Hand Weapon
Great Weapon

Shooting
Pistol
Blunderbuss
Flamethrower
Cinderblast Bombs
Drakegun

Armour
Light Armour
Heavy Armour
Shield

Troll Slayers

Close Combat
Axe
Great Axe
Chained Axes

Shooting
Throwing Axes

Armour
Trollskin Cloak

Halflings

Close Combat
Hand Weapon

Shooting
Sling
Short Bow
Throwing Stars / Knives

Armour
Light Armour

HEROES

0-1 Thane

55gc to hire

Starting Experience: 28

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	5	4	3	4	3	3	1	9

SPECIAL RULES

Leader (6"), Resolute (+1"), Sturdy and Stout, Heirloom: Oath Stone

0-2 Longbeards

45gc to hire

Starting Experience: 24

Race: Dwarf

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, Grumblers

0-2 Troll Slayers

45gc to hire

Starting Experience: 24

Race: Dwarf

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 Vows, Wanderers

0-3 Engineers

40gc to hire

Starting Experience: 18

Race: Dwarf

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 Beardlings

30gc to hire

Starting Experience: 8

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	3	2	3	4	3	2	1	8

SPECIAL RULES

Resolute (+1"), Sturdy and Stout

HENCHMEN

Clansmen

40gc to hire

Starting Experience: 18

Race: Dwarf

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

0-3 Rangers

40gc to hire

Starting Experience: 18

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	8

SPECIAL RULES

Resolute (+1"), Sturdy and Stout, Rangers (+3")

0-3 Ironbreakers

55gc to hire

Starting Experience: 24

Race: Dwarf

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 Halflings

15gc to hire

Starting Experience: 4

Race: Halfling

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	3	4	1	6

SPECIAL RULES

Stealth

0-3 Warhounds

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

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

v.2.2

Beardlings +1 WS, +2 XP.

Rune Priests -5gc to hire.

Promoted Halflings cannot take Dawi skills as one of their three skill lists.

v.2.1

Ironbreakers +5gc

v.2.0

Halflings can use Throwing Stars / Knives

Beardlings +5gc

Rune Priests -5gc

Engineers 0-3

Drakefire Shot is not Armour Piercing

All Dwarves gain Resolute

Thane +4 XP

Longbeards +4 XP

Engineers -2 XP

Ironbreakers lose 'Relentless', -5gc price, -2 xp.

v.1.9.2

Slayers lose Ferocious Charge skill; gain Seasoned Wanderer Rule instead.

v.1.9.1

Trollhammer shot gains Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' critical hits.

v.1.9

Corrected typo. Hat tip to Daelnoron.

New Dawi Skill: Resolute Advance

Ironbreakers lose Resolute (+1 S when charging); gain Resolute Advance

Shield Smash skill replaced with Shield Wall

v.1.8.1

Revamped Master of Ballistics rule (again). Thanks to red5711 and his group.

v.1.8

Added Treasure Hunters rule.

Revamped Master of Ballistics rule.

Added Sling to Thane, Longbeards, Beardlings, Clansmen equipment list.

Added Cinderblast Bombs to Master Engineer.

v.1.7

Added Oath Stone.

Longbeard, Beardling, Clansmen, Slayer, Ironbreaker -5gc.

v.1.6

Thane, Longbeard, Ironbreakers +1 WS.

Slayers -5gc cost.

Few in number: Removed the restriction of only 9 Dwarves; any number of warriors in the warband may now be Dwarves.

v.1.5

Changed hatred skill from Id test each turn to hatred in first round of each close combat.

v.1.4

Master Engineers correct starting XP is 20.

Added "Any Hired Swords in the warband will count towards the number of Dwarves."

v.1.3

Warbands size is 12, of which 9 may be Dwarfs. Combat Groups of 4.

Drakegun also gives -1 Movement penalty.

Drakegun's Initiative and Movement penalties do not apply if warrior's race is Dwarf.

Trollhammer Shot S5 (rather than 3+D3).

Cinderblast Bombs never misfire.

Master Engineers +2 starting XP.

Added Ferocious Charge Dawi skill.