

Dwarves v.1.9.2

Warband Special Rules

Treasure Hunters

Whenever a Dwarven 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

Dwarven warbands have a maximum of 12 warriors (*rather than the normal 15*). In a Dwarven 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 maximum number of heroes in the warband remains 6.*)

Sturdy and Stout

Warriors with this rule are immune to concussive effects and suffer no Initiative penalties for wearing suits of Heavy Armour.

Master of Ballistics

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".

Slayer Vows

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

Resolute Advance

Warrior may make a free running move (*but not charging move*) the turn he is deployed. (*This move is in addition to his other moves that turn.*)

Stealth

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

Unbreakable

Warrior may not leave close combat voluntarily.

Warband Special Rules

Stubborn

Warrior may re-roll failed fear and panic tests.

Seasoned Wanderer

Warriors with this rule may choose any one skill from the Combat, Strength, or Dawi lists when hired.

Dawi Special Skills

Grudgebearer

Warriors with this rule *hate* all enemies in the first round of each close combat. (*I.e. all of their close combat attacks have +1 to hit.*)

Extra Tough

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

True Grit (4+)

Warrior has a 4+ special save vs. Critical Hits. If this save is successful, treat the critical hit as a normal hit instead.

Magic Resistance (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells.

Shield Wall

While using a Shield, this warrior may re-roll armour saves (*but not ward or regeneration saves*) where the result was a natural 1. (*This skill does not grant proficiency with Shields.*)

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.

Warband Special Equipment

Cinderblast Bombs 10gc

Blackpowder Weapon

Range: 6" **Strength:** 4

Concussive (D3)

Never Misfires

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

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 (4+): Whenever wearer's armour save would splinter beyond 5+, roll a D6: On a roll of 4+, the armour does not splinter but retains its current AS value.

- If the armour would splinter by multiple points, roll a separate D6 for each point.

Oath Stone 10gc

Special Equipment: Owner adds +6" to the range of all prayers he is attempting to cast. Can only be carried by Priests.



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Warband Special Equipment

Drakegun 20gc

Blackpowder Weapon

Ammunition: Wielder must possess ammunition to fire the Drakegun, see below.

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

Unwieldy: There can only be one Drakegun in each Combat Group.

Move or Fire.

Drakegun Ammunition

- Is Special Equipment that may be given to henchmen and lasts the entire campaign.

Ball Shot (Ammunition) 15gc

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.)*

Trollhammer Shot (Ammunition) 10gc

Range: 18" **Strength:** 5

Armour Piercing (D3)

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

Ignores Regeneration Saves *(but not ward saves).*

Drakefire Shot (Ammunition) 5gc

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.

Armour Piercing (1)

Never Misfires

Flaming Attack

Dirty Mess: A Drakegun that has fired a Grapeshot 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.)*

Dwarf Skill Lists

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

Dwarf Equipment Lists

Thane, Longbeards, Beardlings, Clansmen

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling
Pistol
Handgun
Crossbow
Throwing Axes

Armour
Light Armour
Heavy Armour
Shield

Rune Priests

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
Light Armour
Heavy Armour
Shield

Master Engineers

Close Combat
Hand Weapon

Shooting
Pistol
Blunderbuss
Handgun
Drakegun
Cinderblast Bombs

Armour
Light Armour
Heavy Armour

Halflings

Close Combat
Hand Weapon

Shooting
Sling
Short Bow

Armour
Light Armour

Ironbreakers

Close Combat
Hand Weapon
Great Weapon

Shooting
Pistol
Blunderbuss
Cinderblast Bombs

Armour
Light Armour
Heavy Armour
Shield

Troll Slayers

Close Combat
Hand Weapon
Great Weapon

Shooting
Throwing Axes

Armour
None

HEROES

0-1 Thane

55gc to hire

Starting Experience: 24

Race: Dwarf

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

SPECIAL RULES

Leader (6"), Sturdy and Stout

0-2 Longbeards

45gc to hire

Starting Experience: 20

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	5	3	3	4	3	2	1	9

SPECIAL RULES

Sturdy and Stout, Stubborn

0-2 Rune Priests

55gc to hire

Starting Experience: 20

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	4	2	3	4	3	2	1	9

SPECIAL RULES

Sturdy and Stout

Priests (Lore of Runes): Start with 1 prayer.

0-2 Master Engineers

50gc to hire

Starting Experience: 20

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	3	4	3	4	3	2	1	9

SPECIAL RULES

Sturdy and Stout, Master of Ballistics

0-3 Beardlings

25gc to hire

Starting Experience: 6

Race: Dwarf

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

SPECIAL RULES

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

Sturdy and Stout

0-3 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

Sturdy and Stout, Immune to Fear and Panic, Unbreakable, Slayer Vows, Seasoned Wanderers

0-3 Ironbreakers

55gc to hire

Starting Experience: 20

Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	5	3	3	4	3	2	1	9

SPECIAL RULES

Sturdy and Stout, Resolute Advance

Heirloom: Gromril 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.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.