

# Dwarves v.2.4.1

## 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.

### 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.*)

## 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.

### 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.



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## 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 the 'Kingsguard' Dawi skill (*no effect if he has it already*). Can only be carried by Dwarfs. 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.

**Ignores Regeneration saves.**

#### 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.*)

## Dawi Skills

### Kingsguard

Warrior may re-roll his first natural 1 'to hit' in each close combat phase (*including opponent's*). (*Re-rolled dice cannot cause critical hits.*)

### Ironrake

All of warrior's shots with Flamethrower have +1 to hit.

## Slayer Only Skills

### Deathblaze (1", S3) (Slayers Only)

Whenever warrior is taken *out of action*, all enemies within 1" of him take 1 Strength 3 hit with armour saves and other saves as normal. Warrior *can* gain experience for taking enemies *out of action* this way, even while he is *out of action* himself.

### 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.

### Talismanic Tattoos (4+) (Slayers Only)

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

### Doomseeker (Slayers Only)

Warrior gains an additional +1 XP in each post-battle sequence where she survived one or more rolls on the Campaign Injuries chart (*i.e. she cannot gain more than 1 XP per post-battle sequence from this skill*).

### Monster Slayer (Slayers Only)

Warrior *hates* enemies that cause *fear* in all rounds of combat (*i.e. all of his close combat attacks have +1 to hit*) and gains an additional +1 XP each time he takes an enemy Monster *out of action*.

## Dawi Skills

### Grudgebearer

Warrior *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.*)

### 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.*)

### 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".

### Thunderer

All of this warrior's shots with Handguns may re-roll results on the Blackpowder misfire chart.

### 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
Longbeard	V		V	V		V
Engineer	(+10gc)	V	V	V		V
Rune Priest	V		V	V		V
Beardling	V	(+10gc)	(+10gc)	V		V

# Dwarf Equipment Lists

## Thane, Longbeards, Beardlings, Clansmen and Rune Priest

**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

**Shooting**  
Throwing Axes

**Armour**  
Trollskin Cloak

## Halflings

**Close Combat**  
Hand Weapon

**Shooting**  
Sling  
Short Bow  
Throwing Stars / Knives

**Armour**  
Light Armour



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# HEROES

## 0-1 Thane

50gc 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

## 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, Kingsguard

## 0-2 Rune Priests

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, Priests (Lore of Runes): Start with 1 Prayer.

## 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 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 Fighting, Slayer Vows

## 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.2.4.1**

Rune Priests was missing equipment list (thanks to Moltarr)

#### **v.2.4**

Rune Priests brought back.

Dawi skills revamped and many new skills added.

Chained Axes removed.

Oath Stone revamped.

Thane has no heirloom, -5gc price.

Indomitable reminder text added.

#### **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.