

## DWARF LIST V2

### BACKGROUND

The Dwarfs live in fortified subterranean strongholds in the mountainous regions of the Old World. Beneath these near impregnable fortresses they have dug thousands of miles of tunnels, shafts, mines and galleries. The Worlds Edge Mountains are riddled with Dwarf delvings which constitute a hidden underground realm as large in extent as any human kingdom. The adjoining Grey Mountains and Dragonback ranges are also home to Dwarfs and there are scattered settlements in most of the mountainous regions of the Old World.

Dwarfs are attracted to these bleak places by hidden mineral wealth and especially gold. Dwarfs are utterly besotted with gold. They are also quite enthusiastic about gemstones and other rare and precious metals – but most of all they love gold! Dwarfs sing songs about gold, dig through solid rock to find gold, and spend endless happy hours counting the gold they possess. There are hundreds of different Dwarfish words for gold and new ones are being coined all the time. A Dwarf who finds himself in the presence of large amounts of the yellow shiny stuff can easily go ‘gold crazy’. Such an individual may become insanely violent, even going so far as to attack his friends and family who he believes to be “after me gold”. Given this strong materialistic streak it is not surprising that Dwarfs are such keen traders and merchants. They are always willing to do business with other races – though only on cash terms – gold always acceptable.

Dwarfs are shorter and far stouter than men or elves. They are also much stronger and more resilient. They consider humans and elves to be gangling weaklings liable to be blown over in a decent breeze. Dwarfs are expert craftsmen, especially when it comes to metal work, smithying, gem-cutting and jewellery making. Despite their cumbersome appearance they are astonishingly skilful at making fine, intricate mechanisms such as locks, concealed drawers, and hidden doorways. They are adept stonemasons and take great pride in their ability to build to last. Indeed, the phrase ‘Dwarf-built’ is a byword for indestructible, whilst the Dwarfish word for ‘shoddy’ translates quite literally as ‘man-made’. Even the Elves consider Dwarf metalcraft the finest in the world. Elves are less appreciative of Dwarf taste, which they consider to be extra-ordinarily gaudy and vulgar.

Before the coming of men the Elves established colonies in the Old World so that they could trade with the Dwarfs. For many years the two races benefited from this arrangement and both peoples flourished. However, differences in temperament doomed the relationship to inevitable failure. The Dwarfs saw the Elves as arrogant and effeminate. The Elves thought the Dwarfs brutish and vulgar. If Elves had been more tactful and Dwarfs less prickly things might have turned out differently. But it was not to be. Once war began both sides were too proud to concede defeat.

After hundreds of years of continuous warfare both races were exhausted. The Elves returned to Ulthuan and abandoned the Old World. The Dwarfs considered themselves the victors but their numbers were so depleted that their empire could barely defend itself. It was at this point that hordes of greenskins and ratmen attacked the Dwarf realm from above and below. Many strongholds were destroyed and others

damaged. The once sprawling underground empire was reduced to embattled enclaves in the mountains.

Today the Dwarf realm is much reduced in size and population. Men have established themselves on the lands once fought over by Dwarfs and Elves. The Dwarfs have learned to trade with men and the two races have forged a mostly peaceful relationship. It was a combined force of Dwarfs and men that finally drove the greenskins from the lands now known as the Empire. It was Dwarf craftsmanship that raised the first human cities. Relations with the Elves remain embittered. Dwarfs never forget injustices against their own kind and can bear a grudge practically forever. They reserve their most heartfelt hatred for the greenskins and ratmen who have taken over the ruins of many strongholds that are rightful property of the Dwarfs.

## CAPTIONS

Warriors. Dwarf warriors wear heavy mail coats and helmets, they carry sturdy shields and weighty axes, hammers and swords. Some Dwarf warriors wear fully enclosing armour of the heaviest kind for fighting in the enclosed tunnels beneath the ground – they are generally known as Iron Breakers. Because of the tendency for fights to break out underground Dwarf Miners are equally proficient with pickaxes as with more conventional weapons and sometimes fight so armed out of choice. Other distinct kinds of Dwarf warriors are Hammerers – professional bodyguards who favour that weapon over all others – and Long Beards. Long Beards are the oldest Dwarfs in a hold and can be recognised by their long beards and open contempt for all things modern.

Handgunners. Dwarf handgunners are often referred to as Thunderers. Dwarfs are the most expert weaponsmiths in the world and produce the finest and most reliable firearms. Although some Dwarfs do prefer to use crossbows, with which they are equally proficient, most favour handguns if only because they are impressively loud and create a good deal of smoke and flame.

Rangers. Rangers is the term used for Dwarfs who are the hardest and grimmest of a race that is notoriously hardy and grim. They spend their lives amongst the mountains and forests where they vengefully hunt down the enemies of Dwarfkind, slaying them in ambushes, traps, or open battle. They live for years in the wilds, rarely returning home even where they have homes to go to, surviving entirely by hunting and trapping. They wear less armour than regular Dwarf warriors so that they can move swiftly through the mountains and forests. They carry sturdy axes and crossbows combining both shooting and close combat skills.

Troll Slayers. Dwarfs are proud individuals and do not take at all well to disappointment, humiliation or failure. So strong is this tendency that many young Dwarfs take an oath to die heroically in battle rather than live on with whatever terrible personal shame they are forced to bear. These Dwarfs are known as Slayers or Troll Slayers. It is a very bad idea to ask a Slayer what made him become one – for whatever it was no Slayer will speak of it or let it become known. Of course, being Dwarfs and notoriously stubborn, even Slayers are determined to sell their lives as dearly as possible. So dearly in fact that some Slayers become famous for slaying



|               |           |           |   |    |    |   |     |     |    |
|---------------|-----------|-----------|---|----|----|---|-----|-----|----|
| Warriors      | Infantry  | 3         | 4 | 4+ | -  | 3 | 110 | 2/- | -  |
| Handgunners   | Infantry  | 3/1       | 4 | 6+ | -  | 3 | 90  | -/- | *1 |
| Rangers       | Infantry  | 3/1       | 4 | 5+ | -  | 3 | 110 | -/2 | *2 |
| Troll Slayers | Infantry  | 5         | 4 | 0  | -  | 3 | 80  | -/2 | *3 |
|               |           |           |   |    |    |   |     |     |    |
| Cannon        | Artillery | 1 /2      | 2 | 6+ | -  | 2 | 90  | -/1 | *4 |
| Flame Cannon  | Artillery | 1/<br>2D6 | 2 | 6+ | -  | 1 | 50  | -/1 | *4 |
|               |           |           |   |    |    |   |     |     |    |
| Gyrocopter    | Machine   | 1 /3      | 3 | 5+ | -  | 1 | 75  | -/1 | *4 |
|               |           |           |   |    |    |   |     |     |    |
| General       | General   | +2        | - | -  | 10 | 1 | 155 | 1   | -  |
| Hero          | Hero      | +1        | - | -  | 8  | 1 | 80  | -/1 | -  |
| Runesmith     | Hero      | +1        | - | -  | 8  | 1 | 90  | -/1 | *? |
| Anvil         | Special   | +1        | - | -  | -  | - | +10 | -/1 | *5 |
|               |           |           |   |    |    |   |     |     |    |
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**Handgunners.** A handgun shot can pierce armour far more easily than an arrow or a crossbow bolt. Therefore, count enemy Armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an Armour value of 6+ can't save against a handgun.

**Rangers.** Although they are infantry the exceptional mobility of Dwarf Rangers means that they can pursue any type of retreating enemy in the same way as, for example, cavalry.

**Troll Slayers.** A Troll Slayer unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. They cannot be driven back by shooting and never roll for drive backs. If victorious in combat they must pursue or advance where possible.

Troll Slayers are unaffected by enemy that cause terror in combat – they don't suffer the -1 Attack modifier.

Troll Slayers positively enjoy fighting monsters - the bigger the better in fact! Slayers add +1 Attack when fighting against a Monster stand.

Troll Slayer units earn victory points differently to other units as follows:

1. If a Troll Slayer unit has any stands remaining at the end of the battle then the full points value of the unit is awarded to the opposing side as victory points. It doesn't matter if the unit has 3, 2 or 1 stand remaining – if there are any stands left at all the enemy gets the full victory points.

2. If the unit is completely destroyed then the unit's full points value is awarded to the Dwarf side as victory points. **No points are awarded to the opposing side.**

Slayer units that have been destroyed still count towards the Dwarf army's losses for purposes of calculating withdrawal.

**Cannons, Flame Cannons, Gyrocopters.** Full rules for Cannons, Flame Cannons and Gyrocopters are in the Artillery and Machines section of the rulebook.

**Anvil.** The army can only include a single anvil and it is incorporated onto the stand of a Runesmith. If a Runesmith stand includes the Anvil, once per battle he can add +1 to his dice roll when he attempts to dispel enemy magic spells using the Dwarf anti-magic ability.

**Runesmith.** Although they are not wizards and cannot therefore cast spells, Dwarf Runesmiths can combat the magic of their enemies. If an enemy Wizard within 50cm of the Runesmith casts a spell the Runesmith can attempt to 'anti-magic' it. To determine if this works roll a D6 – on the score of 4, 5 or 6 the Runesmith has succeeded and the spell doesn't work, it is dispelled by the Runesmith's defiant efforts. If he fails then the Runesmith's efforts come to nothing and the spell works as normal. A Runesmith can attempt to anti-magic any number of spells in a turn, but only one attempt can be made to anti-magic any individual spell – even if the army includes more than one Runesmith.

**Rick Note –** I have put a range in here to solve the issue of massive battles and multi-sided games.