

# DWARVES

## Allies:

- Dwarven armies can have one Allied Command from any of the following races:
  - Amazons, Barbarians, High Elves, Wood Elves, Halfmen, Men-at\_Arms.
- See in the special rules, those scheduled for the Allied Commands.

## Mercenaries:

- Dwarven armies can have one Mercenary Command of warriors and creatures from any of the following races:
  - Barbarians, Dragons, Giants, Men-at-Arms and those Mercenaries that can be recruited by the Dwarves or their Allies.
- See in in the special rules, those scheduled for the Mercenary Commands.

## General rules:

- A dwarven army can have any talismans, costing 100 points each.

## INFANTRY

### **Dwarven Infantry** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry Vet.	Disc.		-	-	1	H/Sh	Hd	10cm	no	no	no	10	"+4EI"	10	30
Infantry Vet.	Disc.		-	-	1	H	2-Hd	10cm	no	no	no	10	"+4EI"	10	30
Lancers Vet.	Disc.		-	-	1	H/Sh	Sp	10cm	no	no	no	10	"+4EI"	10	30

### **Dwarven Halberdiers** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Halberdiers Vet.	Disc.		-	-	1	H	Pol	10cm	-	no	no	11	"+4Eel"	10	20

### **Dwarven Berserker** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Berserker	Vet.	Fan.	.+1	-	1	Med	2-Hd	13cm	no	no	no	22	-	5	10
bloodlust	Elite	"	.+2	-1	2	"	"	15cm	7	"	"	"	-	"	"

#### **Notes:**

- Maximum one Unit for every 2000 army points.

### **Dwarven Bodyguard** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Bodyguard Elite	Disc.		.+1	-	2	XH	Pol	8cm	8	no	no	32	-	4	12

#### **Notes:**

- Maximum one Unit for every 2000 army points.

## UNITS WITH MISSILE WEAPONS

### Dwarven crossbows (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Crossbows	Vet.	Disc.	-	-	1	H	Cb/Hd	10cm	no	no	no	12	"+4EI"	5	10

### Dwarven Archers (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archers	Vet	Disc.	-	-	1	Med	B/Hd	13cm	no	no	no	10	"+4EI"	5	20

### Dwarven Handgunners (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Handgunn.	Vet.	Disc.	-	-	1	Med	Hg/Hd	13cm	no	no	no	10	"+4EI"	8	16

## ARTILLERY

### Dwarven giant crossbow (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
G. Xbow.	-	-	.+2	-	3	-	G/Cbl	-	no	no	-	24	-	2	5
Crew	Vet.	Disc.	-	-	1	Med	Hd	13cm	no	no	no	9	-	2	3

#### Notes:

- See the rules: **ballistas** and **giant crossbows**.

### Dwarven Catapult (*base size 7.5 x 10 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Catapult	Vet.	-	.+4	-	4	-	2-Hd	-	no	no	-	40	-	1	1
Crew	Vet.	Disc.	-	-	1	Med	Hd	13cm	no	no	no	9	-	4	10

#### Notes:

- See the special rule: **To shoot with parabolic trajectory**.

### Dwarven Bombard (*base size: bombard 4 x 4 cm, crew 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Bombard	Vet.	-	.+3	-	5	-	Art.	-	no	no	-	92	-	1	3
Crew	Vet.	Disc.	-	-	1	Med	Hd	13cm	no	no	no	9	-	2	6

#### Notes:

- The range of the Bombard is 30-75 cm.
- See the special rules: **Artillery** and **To shoot with parabolic trajectory**.

### Dwarven Cannon (*base size: cannon 7.5 x 5 cm, crew 2.5 x 2.5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Cannon	-	-	.+5	-	6	-	Art.	-	-	no	-	134	-	1	1
Crew	Vet.	Disc.	-	-	1	Med	Hd	13cm	no	no	no	9	-	2	10

#### Notes:

- The range of the Cannon is 30-75 cm.
- See the special rules: **Artillery**

**Dwarven Heavy War Cannon** (base size: heavy cannon 7.5 x 10 cm, crew 2.5 x 2.5 cm ).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
H. Cannon	-	-	.+7	-	8	-	Art.	-	no	no	-	227	-	1	1
Crew	Vet.	Disc.	-	-	1	Med	Hd	13cm	no	no	no	9	-	4	10

Notes:

Notes:

- The range of the Cannon is 30-75 cm.
- See the special rules: Artillery

**Dwarven Artillery Master** (base size 2.5 x 2.5 cm).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Master	Vet.	Disc.	-	-	1	H	Hd	10cm	7	no	no	60	-	-	-

Notes:

- He can be the leader of an Artillery Unit with Bombard, Cannon or Heavy War Cannon.
- His presence will give a bonus of +1 for the "Ignition" test.
- The cost for the leader is already included in the cost of its profile.

**CAVALRY**

**Dwarven Warriors mounted on bear** (base size 2.5 x 5 cm ).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Vet.	Disc.	-	-	1	H/Sh	2-Hd	18cm	no	no	no	34	" +10EI "	4	20
with bear	"	"	.+2	-1	3	"	T&C	"	"	"	"	"	"	"	"

**Dwarven Lancers with xbow mounted on bear** (base size 2.5 x 5 cm ).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Lancers xbow	Vet.	Disc.	-	-	1	H/Sh	Xb/Sp	18cm	6	no	no	42	" +12EI "	3	10
with bear	"	"	.+1	-1	3	"	T&C	"	"	"	"	"	"	"	"

Notes:

- They can have a Lance (instead of the Spear) to the cost of +2 points for model.

**Dwarves giant bat rider lancers.** (base size 5x5 cm ).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Vet.	Disc.	-	-	1	Med	Sp	35cm	7	no	no	30	" +8EI "	2	10
with bat	"	"	.+1	-1	3	"	T&C	"	"	"	"	"	-	"	"

Notes:

- the dwarven lancers on giant bat are considered flying cavalry.

## TERRIBLE CREATURES

### **Big worm** (*base size: Big worm 5 x 15 cm, Soothsayer 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Big worm	Aver.	Disc.	.+5	-4	6	Med	T&C	20cm	5	yes	day	113	-	1	1
Soothsayer	Vet.	Disc.	-	-	1	Med	Hd	13cm	7	no	no	14	-	1	1

#### **Notes:**

- Max a Big worm every 2000 army points.

#### **Special rules:**

- the Big worm is considered as one Unit of terrible creatures; the costs for the leader, standard bearer and musician are included in the cost of the profile. Add 10 points to the cost if you want the Big worm to also be a champion;

The Big worm lives underground, from where it may be summoned in surface by a dwarven clerk, a soothsayer that he has this power in addition to those typical of his category (to read the omens)

- The Soothsayer can summon the Big worm during the Threat phase of any turn, with 1D6 throwing:
- Results:
  - 1 = the Big worm doesn't go out from the ground: you can retry next turn if the Soothsayer has not moved in the movement phase;
  - **2-5** = the Big worm comes from the underground and it will be positioned to a distance of 1 cm from the Sooyhsayer (in front of him or at one of his side) to face the enemy lines.
  - **6** = the Big worm comes from the underground and it is in bloodlust; It comes lined up as above.
- When the Big worm comes from the underground it will be automatically in Attack order, without to consider the order given to the Command from wich the Soothsayer depends.
- The Big worm and the Soothsayer will only depend from the Warchief's Command.

### **Dwarven Giant** (*base size 7.5 x 7.5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giant	Vet.	Fan.	.+6	-5	6	H	2-Hd	20cm	5	yes	no	134	-	1	2

#### **Notes:**

- See the special rules: **Linebraker** and **Giant creatures** .

## INDIVIDUALS

### Dwarven warchief and battle leader (*base size: 2.5 x 2.5 on foot, 2.5 x 5 on bear*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
on foot	Elite	Disc.	.+1	-	2	H/Sh	Hd	10cm	7	no	no	30+C	-	-	-
on bear	Elite	Disc.	.+2	-1	4	H/Sh	Hd	18cm	6	no	no	61+C	-	-	-
on foot	Elite	Disc.	.+1	-	2	H	2-Hd	10cm	7	no	no	30+C	-	-	-
on bear	Elite	Disc.	.+2	-1	4	H	2-Hd	18cm	6	no	no	61+C	-	-	-

### Dwarven Individuals (*base size: 2.5 x 2.5 on foot, 2.5 x 5 on bear*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Eroe	Elite	Disc.	.+1	-1	5	H/Sh	Hd	10cm	7	no	no	76	-	-	-
on bear	Elite	Disc.	.+2	-2	8	H/Sh	Hd	18cm	6	no	no	148	-	-	-
Eroe	Elite	Disc.	.+1	-1	5	H	2-Hd	10cm	7	no	no	76	-	-	-
on bear	Elite	Disc.	.+2	-2	8	H	2-Hd	18cm	6	no	no	148	-	-	-
Courier	Vet.	Disc.	-	-	1	Lt	Hd	30cm	7	no	no	44	-	-	-
Scout	Elite	Disc.	-	-	1	Med	Hd	13cm	7	no	no	70	-	-	-
Herald	Vet.	Disc.	-	-	1	H	Hd	10cm	7	no	no	42	-	-	-
on bear	Vet.	Disc.	.+1	-1	3	H	Hd	18cm	6	no	no	61	-	-	-
Banner	Vet.	Disc.	-	-	1	H	Hd	10cm	7	no	no	52	-	-	-
on bear	Vet.	Disc.	.+1	-1	3	H	Hd	18cm	6	no	no	71	-	-	-

- **Marksman.** Use the profile of the relevant figure you wish to turn into a marksman; the Quality is always the highest (that is, uprated). Points costs are the cost of the figure outlined above, multiplied by 10.

### Wizard, Priest and Soothsayer (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Vet.	Disc.	-	-	1	Lt	Hd	15cm	7	no	no	11+M	-	-	-
Priest	Vet.	Disc.	-	-	1	Lt	Hd	15cm	7	no	no	86	-	-	-
Soothsayer	Vet.	Disc.	-	-	1	none	Hd	15cm	7	no	no	55	-	-	-