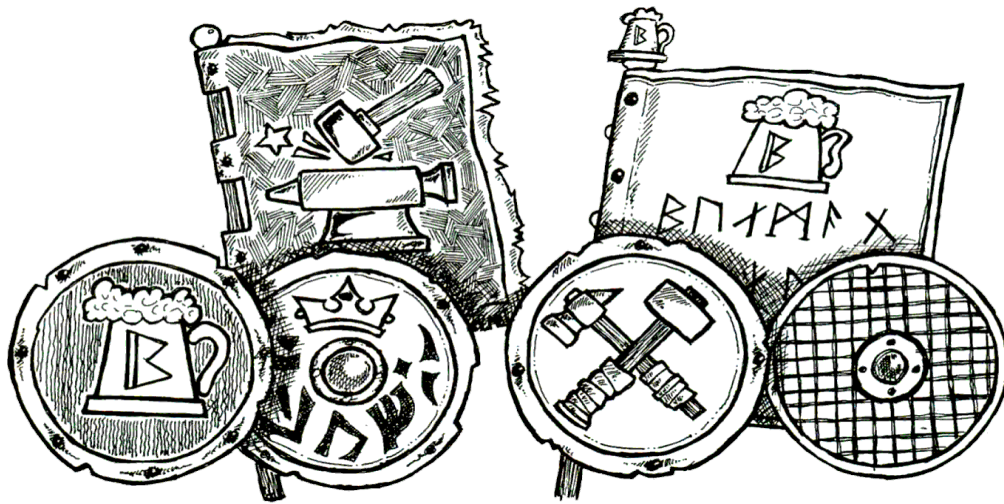


DWARFS

Army Trait

Spell Resistance

When a Dwarf unit makes an armour save from a spell, they add 1 PIP to card drawn.



Army Characteristics

Relentless

No unit with this rule can move more than one box per turn. A unit can still charge as a subsequent activation. The unit will not follow up if the enemy is destroyed or evades. However, when activating to move, even on a failed result the unit can still move 1 box. Failing in this way still ends the commands activation.

Steadfast

Units with this rule rally on 1 lower than their armour save

Runesmith

Dwarfs have no Magic. However they can field a Runesmith (counting as a Level 2 Wizard). A Runesmith cannot cast any spells but is skilled at unbinding enemy magic. When a Runesmith attempts to dispel they can discard the lowest card rather than the highest

Mighty Armour

Troops indicated with Mighty Armour have a -1 to their save. However, losing these elite troops does have an adverse effect on the army morale. When destroyed an extra VM is lost.

Flame Cannon

Flame Cannons shooting hit on 6+

DWARFS

Spell Resistance

Points

40

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points
General	1	4	General on foot		2	2 +	2	50
Runesmith	0	2	General on foot	Wizard : Level 2 Runesmith	4	3 +	2	130
Detached General or Senior General								+10
Major Hero						+ 1		+10
Brilliant	0	1					+1	+40
Minor Heroes	2	4						+10
Camp	1	1	Per Command				+1	+10

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Kings Throne	0	1					Army Standard (II)		2	0	0 +	2	30
Anvil of Doom	0	1		War wagon - Artillery (Organ Gun)			Black Powder		3	3	7 +	3	140
Trollslayers	0	1		Warriors, deep			Fanatic		3	3	8 +	3	100
Warriors	●	2	6	Auxiliaries			Relentless Steadfast		2	2	6 +	2	80
				Auxiliaries			Relentless Steadfast	Small	1	1	6 +	1	40
Hammerers	0	2		Auxiliaries			Relentless Steadfast		3	2	5 +	2	85
				Auxiliaries			Relentless Steadfast	Small	2	1	5 +	1	45
Ironbreakers	0	1		Auxiliaries	Veteran	2HCCW	Relentless Steadfast	Small	2	1	4 +	1	60
Crossbows	●	2	6	Crossbowmen			Relentless Steadfast		2	2	8 +	2	75
				Crossbowmen			Relentless Steadfast	Small	1	1	8 +	1	38
Handgunners	●	0	6	Handgunners			Relentless Steadfast		2	2	8 +	2	90
				Handgunners			Relentless Steadfast	Small	1	1	8 +	1	50
Rangers	0	2		Billmen		Extra missile weapons	Steadfast		2	2	7 +	2	90
Cannon	0	4		Artillery (Cannon)	Veteran		Black Powder		1	1	6 +	1	100
Organ Guns	0	2		Artillery (Organ Gun)	Veteran		Black Powder		1	1	6 +	1	100
Flame Cannon	0	2		Artillery (Organ Gun)			Flame Cannon		1	1	7 +	1	95
Catapults	0	2		Artillery (Catapult)			Deviates		1	1	7 +	1	60
Gyrocopter	0	2		Light cavalry, javelin	Veteran		Fly Black Powder		1	1	7 +	1	100