

Army Trait

Backbone of the Mountain

Before the first piece of terrain is placed the Cromarty Dwarf player must choose 1 of the following -

1. Place 1 box of impassible terrain before any other terrain is placed.
2. If the Dwarfs are the passive army their camps count as fortified (around each face of the box.)

Army Characteristics

The Basalt Mountain

Cromarty Dwarfs have no Magic. However they can field the Basalt Mountain. When an enemy wizard casts a spell within 3 boxes of the Basalt Mountain it can attempt to unbind the enemy magic. Draw a single card, if this card is higher than the total casting cost the spell is dispelled.

Sonic Boom - Shooting attacks from the Basalt Mountain do not expend any ammunition. In addition drawing a 1 PIP card to shoot does not cause it to explode.

Unyielding

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.

Stoicism

Units with this characteristic can rally even when adjacent to the enemy.

Dwarf Dragon Chopper

The Dwarf Dragon Chopper does not deploy normally. Starting from turn 2 it can activate in an attempt to arrive. You must draw a 5+ for them to deploy in a box on the Dwarf base edge. The card drawn is placed as their activation value as per normal.

However, if you draw a 10 PIP card then it may deploy on a size edge box. This activation does not qualify as a charge. Once deployed they can continue to activate.

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+

CROMARTY DWARFS

Backbone of the Mountain

Points

50

| Leader | Min | Max | Unit type | Characteristics | VMs | Save | VP | Points |
|------------------------------------|-----|-----------------|-----------------|-----------------|-----|------|----|--------|
| General | 1 | 4 | General on foot | | 2 | 2 + | 2 | 50 |
| 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) | | | | <u>2</u> | 0 | 0 + | 2 | | 30 | |
| The Basalt Mountain | 0 | 1 | | War wagon - Artillery (Organ Gun) | | The Basalt Mountain | Immobile | Army Standard (I) | <u>4</u> | 3 | 7 + | 4 | 190 | |
| Dwarf Wee Ridges | 0 | 2 | | Warriors, deep | Veteran | | Fanatic | | 3 | 3 | 7 + | 3 | 130 | |
| Dwarf Warriors ● | 2 | 6 | | Auxiliaries | | | Unyielding | Stoicism | 2 | 2 | 6 + | 2 | 95 | |
| | | | | Auxiliaries | | | Unyielding | Stoicism | Small | 1 | 1 | 6 + | 1 | 55 |
| Heavy Dwarf Warriors | 0 | 2 | | Auxiliaries | | | Unyielding | Stoicism | Mighty Armour | <u>3</u> | 2 | 5 + | 2 | 100 |
| | | | | Auxiliaries | | | Unyielding | Stoicism | Mighty Armour | Small | <u>2</u> | 1 | 5 + | 1 |
| Dwarf X-bows ● | 2 | 6 | | Crossbowmen | | | Unyielding | Stoicism | | 2 | 2 | 8 + | 2 | 90 |
| | | | | Crossbowmen | | | Unyielding | Stoicism | Small | 1 | 1 | 8 + | 1 | 53 |
| Dwarf Gunmen ● | 0 | 6 | | Handgunners | | | Unyielding | Stoicism | Black Powder | 2 | 2 | 8 + | 2 | 105 |
| | | | | Handgunners | | | Unyielding | Stoicism | Black Powder | Small | 1 | 1 | 8 + | 1 |
| Cannon | 0 | 4 | | Artillery (Cannon) | Veteran | | Black Powder | | 1 | 1 | 6 + | 1 | 100 | |
| Flame Cannon | 0 | 2 | | Artillery (Organ Gun) | | | Flame Cannon | | 1 | 1 | 7 + | 1 | 95 | |
| Dwarf Dragon Chopper | 0 | 2 | | Light cavalry, javelin | Veteran | | Dwarf Dragon Chopper | Fly | Flame Cannon | 1 | 1 | 7 + | 1 | 125 |