

MAGMA DWARFS

v5.1

Army Trait

The Dark Lands

Before the first piece of terrain is placed, the Magma Dwarfs player must choose 1 of the following options-

1. Place 3 *Magma Pool tokens*, before any terrain is placed.
2. If the Magma Dwarfs are the passive army their camps count as fortified around each face of the box.

Magma Pool tokens follow all the rules specified by the spell Magma pool.

Slave Troops

A failed activation cannot be redrawn under any circumstance.

Army Characteristics

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.

Hell-forged Artillery

When drawing a 1-PIP card when shooting, a hit is inflicted on the shooting unit. This hit can be saved as normal.

When drawing a 10-PIP card when shooting, the target takes 2 hits. These hits can be saved as normal.

Stoicism

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

Spells

DOOMROAR

Cast 6+

The Sorcerer's eyes blaze with power and his head slowly begins to transform. Massive twisted horns spout from his temple and large flared nostrils belch forth smoke and fire. The transformed Sorcerer lifts his bull-head and bellows forth a deafening roar across the battlefield. Friends hearing it are filled with courage while enemies suffer a feeling of doom and dread.

When cast successfully place a *Doomroar token* in the Wizards box. Casting this spell ends the Wizard's activation (but not the command). *Doomroar token* - Attack (-1). In addition enemy units adjacent have Save (+1)

SHADOW BULL

Cast 6+

The air around the Sorcerer grows cold and a shadowy form begins to coalesce next to him. It forms a visage of the mighty God of the Magma Dwarfs. With a deafening roar, the shadow bull charges forward smashing everything out of its way.

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster.

If a hit is not saved and the unit is not destroyed place a *Shadow Bull token* (Command +2) in the square

MAGMA POOL

Cast 6+

The Sorcerer begins to melt into molten lava which flows away into the ground. The Sorcerer reappears in another part of the battlefield, slowly seeping through the ground then gradually re-forming and solidifying.

When cast successfully place 2 *Magma Pool tokens* into one or more contiguous boxes within 2 of the Wizard. These boxes must be vacant of all troops and terrain. A box can contain more than 1 token.

At the beginning of each Magma Dwarf turn remove 1 *Magma Pool token* from each box containing them.

Magma Pool token - Box is impassible terrain

SORCERER'S CURSE

Cast 8+

The Sorcerer motions towards an enemy model and instills him with the curse of the Magma Dwarf Sorcerers. The victim slowly begins to turn to stone from the feet upwards.

Target enemy unit in adjacent box to the Wizard takes 1 hit. This hit cannot be saved.

If a 10-PIP card is drawn for casting the Wizard also takes a hit - this hit can be saved.

MAGMA DWARFS

Darklands

Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted 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

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Lammasu	Monstrous Creature (II)			Fly Terror	2	3	6 +	1		180
Bane Bull	Monstrous Creature (I)			Fly Terror	2	2	6 +	1		140

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Magma Dwarf Warriors	●	2	8	Auxiliaries			Unyielding Stoicism	2	2	6 +	2		95
Magma Dwarf Blunderbusses	●	1	6	Handgunners			Unyielding Stoicism Black Powder	2	2	8 +	2		105
Bullzentauro		0	2	Monstrous Creature (I)			Unyielding	2	2	5 +	1		105
Hobgoblins	●	0	3	Warriors			Slave Troops	2	2	7 +	2		50
Hobgoblin Wolf Riders	●	0	2	Light cavalry, bow			Slave Troops	1	1	8 +	1		40
Orcs		0	2	Warriors			Slave Troops	2	2	7 +	2		50
Hobgoblin Bolt Thrower		0	1	Artillery (Bolt Shooter) - mobile			Slave Troops	1	1	7 +	1		55
Earthquake Cannon		0	2	Artillery (Field gun)			Hell-forged Artillery Black Powder	1	1	7 +	1		100
Rocket launcher		0	2	Artillery (Cannon)			Hell-forged Artillery Black Powder Deviates	1	1	7 +	1		90