



FORCES OF THE DWARFS

Lords	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Lord	3	7	4	4	5	3	4	4	10	<i>Ancestral Grudge; Resolute; Relentless</i>
Runelord	3	6	4	4	5	3	3	2	10	<i>Ancestral Grudge; Resolute; Relentless; +1 Dispel dice</i>
Daemon Slayer	3	7	3	4	5	3	5	4	10	<i>Ancestral Grudge; Resolute; Relentless; Slayer; Unbreakable; Loner</i>
Heroes	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Thane	3	6	4	4	4	2	3	3	9	<i>Ancestral Grudge; Resolute; Relentless</i>
Runesmith	3	5	4	4	4	2	2	2	9	<i>Ancestral Grudge; Resolute; Relentless; +1 Dispel dice</i>
Engineer	3	4	4	3	4	2	2	1	9	<i>Ancestral Grudge; Resolute; Relentless; Artillery Master; Extra Crewman</i>
Dragon Slayer	3	6	3	4	4	2	4	3	10	<i>Ancestral Grudge; Resolute; Relentless; Slayer; Unbreakable; Loner</i>
Core units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Warrior	3	4	3	3	4	1	2	1	9	<i>Ancestral Grudge; Resolute; Relentless</i>
Crossbowman	3	4	3	3	4	1	2	1	9	<i>Ancestral Grudge; Resolute; Relentless</i>
Thunderer	3	4	3	3	4	1	2	1	9	<i>Ancestral Grudge; Resolute; Relentless</i>
Miner	3	4	3	3	4	1	2	1	9	<i>Ancestral Grudge; Resolute; Relentless; Underground Advance</i>
Ranger	3	4	3	3	4	1	2	1	9	<i>Ancestral Grudge; Resolute; Relentless; Scouts; Foresters</i>
Special units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Hammerer	3	5	3	4	4	1	2	1	9	<i>Ancestral Grudge; Resolute; Relentless; Bodyguard</i>
Longbeard	3	5	3	4	4	1	2	1	9	<i>Ancestral Grudge; Resolute; Relentless; Immune to Panic</i>
Ironbreaker	3	5	3	4	4	1	2	1	9	<i>Ancestral Grudge; Resolute; Relentless</i>
Troll Slayer	3	4	3	3	4	1	2	1	10	<i>Ancestral Grudge; Resolute; Relentless; Slayer; Unbreakable</i>
Cannon	-	-	-	-	7	3	-	-	-	<i>See pages 122-124 of the Warhammer Rulebook</i>
Bolt Thrower	-	-	-	-	7	3	-	-	-	<i>See pages 124-125 of the Warhammer Rulebook</i>
Stone Thrower	-	-	-	-	7	3	-	-	-	<i>See pages 120-121 of the Warhammer Rulebook</i>
Artillery Crew	3	4	3	3	4	1	2	1	9	<i>Ancestral Grudge; Resolute; Relentless</i>
Rare units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Flame Cannon	-	-	-	-	7	3	-	-	-	<i>See page 15</i>
Organ Gun	-	-	-	-	7	3	-	-	-	<i>See page 16</i>
Gyrocopter	-	-	-	-	5	3	-	-	-	<i>See page 17</i>
Pilot	-	4	-	3	-	-	2	1	9	<i>See page 17</i>
Champions	M	WS	BS	S	T	W	I	A	Ld	Champion's unit
Veteran	3	4	3	3	4	1	2	2	9	<i>Warriors; Crossbowmen; Thunderers; Rangers</i>
Prospector	3	4	3	3	4	1	2	2	9	<i>Miners</i>
Gate Keeper	3	5	3	4	4	1	2	2	9	<i>Hammerers</i>
Greatbeard	3	5	3	4	4	1	2	2	9	<i>Longbeards</i>
Ironbeard	3	5	3	4	4	1	2	2	9	<i>Ironbreakers</i>
Giant Slayer	3	5	3	4	4	1	3	2	10	<i>Slayers</i>

DWARF ARMOURY

GROMRIL ARMOUR: 4+ armour save

DWARF HANDGUN

Maximum Range: 24"; **Strength:** 4

Rules: Armour piercing

Superior design: A handgun has a +1 to hit modifier when firing at short range.

ORGAN GUN

- 1) Align Organ Gun on target.
- 2) Roll the Artillery dice and measure range. If the target unit is within range (up to 18") it will suffer a number of hits equal to the number rolled on the Artillery dice.
- 3) If the Artillery dice is a MISFIRE refer to the Organ Gun Misfire chart.
- 4) Work out all hits at Strength 5 with a -3 Armour save.

DWARF CANNON

- 1) Align the Cannon on the target and guess range (up to 48").
- 2) Roll the Artillery dice and add the score to the distance aimed. The cannon ball travels forward this distance before striking the ground.
- 3) If you roll a MISFIRE refer to the Misfire chart. Otherwise, mark the point where the cannon ball strikes the ground and roll the Artillery dice to establish the bounce distance. All models in the path of the bounce are hit.
- 4) If you roll a MISFIRE for the Bounce roll, the cannon ball sticks in the ground and does not bounce.
- 5) Work out hits at Strength 10. Wounding hits cause D3 wounds. No armour saving throw is allowed.

GYROCOPTER STEAM GUN

- 1) Align the Gyrocopter on the target.
- 2) Place the Flame template with the broad end over the target and the narrow end touching the muzzle of the Gyrocopter's steam gun. Models which are completely under the Flame template are hit automatically and models only partially covered are hit on the roll of a 4+.
- 3) Work out all hits at Strength 3 with an armour save modifier of -1.

STONE THROWER

- 1) Declare target & guess range (up to 60").
- 2) Position the 3" template and roll Scatter and Artillery dice.
- 3) If the Artillery dice is a MISFIRE, refer to Misfire Chart, otherwise...
 - a) If the Scatter dice is a HIT, the stone has struck home.
 - b) If the Scatter dice is an arrow the stone has landed in the direction shown 2", 4", 6", 8" or 10" away from the aiming point as shown on the Artillery dice.
- 4) All models completely under the template are hit. Those partially under are hit on a 4+.
- 5) Work out hits at S4. Each wounding hit causes D6 wounds. (A model at the centre of the template suffers a S8 hit). No armour save is allowed.

FLAME CANNON

- 1) Align the Flame Cannon on target and declare the distance you are aiming, up to a maximum of 12".
- 2) Roll the Artillery dice and add the score to the distance aimed. The burst of flame spurts through the air and lands at this point.
- 3) If you roll a MISFIRE refer to the Flame Cannon Misfire chart.
- 4) Place the thin end of the Flame template where the flame lands and the larger end extending directly away from the Flame Cannon. All models completely under the template are hit, models not completely under the template are hit on the roll of a 4+.
- 5) Resolve the effects of all hits at Strength 5 and -2 armour save.
- 6) Any units taking casualties must take an immediate Panic test.