

WARHAMMER DWARVES



WARHAMMER ARMIES

ARMY SPECIAL RULES

This section of the book describes all the different units used in a Dwarf army, along with the rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several Dwarf units and weapons, and these are detailed here.

ANCESTRAL GRUDGE

Dwarfs always have the Hatred (Orcs & Goblins) and Hatred (Skaven) special rules – this means any unit taken from *Warhammer: Orcs & Goblins* or *Skaven*. To determine the level of bitterness the Dwarfs feel towards other armies, after deployment but before Vanguard moves, roll a D6 and consult the following chart:

- 1-2 Personal Vendetta.** The Dwarf General has the Hatred special rule against the opposing army's General.
- 3-4 Rancorous Resolve.** All friendly character models with the Ancestral Grudge special rule have the Hatred special rule against all character models from the opposing army.
- 5-6 Seething Score to Settle.** All friendly models with the Ancestral Grudge special rule have the Hatred special rule against all models in the enemy army.

DWARF-CRAFTED

Shooting attacks made with weapons that have this special rule do not suffer the normal -1 To Hit penalty when performing a Stand and Shoot charge reaction.

RESOLUTE

Models with this special rule have +1 Strength during a turn in which they charge into combat.

RELENTLESS

Units entirely composed of models with this special rule do not need to pass a Leadership test in order to march, regardless of the proximity of enemy units.

SHIELDWALL

In a turn in which their unit is charged, all models with this special rule receive a +1 bonus to any Parry save they are eligible to take. Note that this bonus applies even if the unit is charged whilst it is already engaged in close combat.

Natural Resistance

When a Dwarf army attempts to dispel, they have a +2 bonus to all dispel attempts. Note that, if the Dwarfs are fighting alongside a Wizard (either in the same army, or as part of an allied force) for whatever reason, this bonus is lost – the Wizard's presence disrupts the Dwarfs' resistance.





DWARF ARMOURY



In this section, you will find the descriptions and rules for a number of weapons and upgrades that are available to several units and characters within the Dwarf army.

GROMRIL ARMOUR

Known by other races as Silverstone or hammernought armour, the metal the Dwarfs call gromril is the toughest and sturdiest in the world. Armour forged of pure gromril is highly coveted for its protective value and such suits are treasured heirlooms, many of which date back to the Golden Age.

A model with gromril armour has a 4+ armour save.

DWARF CROSSBOW

Whether an older model with a wooden stock, or one of the newer puresteel weapons, all Dwarf crossbows are precision crafted instruments, able to accurately deliver death from afar.

Range	Strength	Special Rules
30"	4	Dwarf-crafted, Move or Fire

DWARF HANDGUN

The handguns used by Dwarf Thunderers feature many improvements over the cruder firearms used by other races, including rifled barrels and more reliable firing mechanisms.

Range	Strength	Special Rules
24"	4	Armour Piercing, Dwarf-crafted, Move or Fire

DWARF PISTOL

Dwarf pistols are highly prized for their accuracy and ease of use. They are the ideal weapon to drop a charging Orc at close range.

Unlike most other weapons, a Dwarf pistol can be used as both a missile weapon and close combat weapon, following the same rules as an additional hand weapon.

Range	Strength	Special Rules
12"	4	Armour Piercing, Dwarf-crafted, Quick to Fire

Brace of Dwarf Pistols (Combat):

Range	Strength	Special Rules
Combat	As user	Extra Attack, Requires Two Hands

Brace of Dwarf Pistols (Shooting):

Range	Strength	Special Rules
12"	4	Armour Piercing, Dwarf-crafted, Multiple Shots (2), Quick to Fire

OATH STONES

By standing atop an Oath Stone, a Lord or Thane will increase the resolve of his followers and ensure that all foes can find him in a scrum.

A unit that contains one or more models with an Oath Stone can never choose to flee as a charge reaction, cannot be disrupted and, if any of its models are armed with hand weapon and shield, they can make Parry saves against attacks made to their flanks and rear. Furthermore, a character with an Oath Stone must always accept a challenge (if your unit contains more than one character with an Oath Stone, you can choose which of them accepts the challenge).

SHILDBEARERS

To increase his fighting prowess, a Dwarf Lord may be carried into battle atop a shield hefted by two loyal (and strong) retainers.

A Dwarf Lord with Shieldbearers adds +2 to his Wounds characteristic and +2 to his armour save (to a maximum of 1+).

A Lord and his Shieldbearers are treated in all respects as a single model (even in challenges) – the Lord cannot dismount and still benefits from the "Look Out Sir!" rule. It does, however have two sets of characteristics, one for the Lord and one for the bearers. The Dwarf Lord and Shieldbearers use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent in base contact. The Shieldbearers' Attacks do not benefit from any weapon, runic or otherwise, carried by the Dwarf Lord.

The Shieldbearers have no Wounds or Toughness values and, therefore, can never be attacked separately. However, if the Dwarf Lord is removed as a casualty, we assume that the Shieldbearers were slain alongside their master and the whole model is removed from play. If the model is attacked in close combat, it is the Dwarf Lord's Weapon Skill that is used for the purposes of the enemy rolling To Hit.

	M	WS	BS	S	T	W	I	A	Ld
Shieldbearers	3	5	3	4	-	-	3	2	-



LORDS & THANES



DWARF NAMES

Dwarfs take great stock in names, each clan and hold keeping long and detailed lists documenting those who live therein. Although there are exceptions, Dwarf names typically follow one of two specific patterns. The first is based on the parent's name (usually the father's) by adding 'sson' or 'sdottir' to the end of the parent's name. Famous examples include Morgrimsson, the son of former High King Morgrim Blackbeard, or Burloksson, the son of Burlok Damminsson (himself, the son of Dammin).

The second method is a title describing an especially dominating feature, such as physical appearance, strength, martial ability, talent, skill, profession or demeanour. Examples of this would be Thorgrim Grudgebearer or Helgar Long-Plaits.

It is not uncommon for Dwarfs, over their long lives, to acquire a string of several names. They will begin with a given name, such as Thorg or Balric. This is often followed by the clan he belongs to: so, Thorg of Clan Stonehelm, and perhaps a title earned by deed or characteristic, like Shieldsplitter or Forkbeard. Finally there can be titles or ranks for his clan, guild or duty, such as Thane, Master, or Captain of the Second Deep. So, in full, you might have: Thane Thorg Shieldsplitter of Clan Stonehelm. Outside of formal occasions, any of these could be dropped for convenience.

The leaders of a Dwarf throng are its Lords and Thanes. These are the most powerful fighters in the army, fell-handed warriors equipped with the finest arms and armour of the clan's weapon hoard. As a rule, Dwarf Lords and Thanes are a grim sort, for they are the leaders of a dour people. Upon their broad shoulders is carried the weight of untold debt – the inherited grudges of a long-suffering and unforgiving race. It is their lot to avenge all wrongdoing to their clan, hold or race, not just in the present, but also for all time. Failure to redress an injury from antiquity is particularly galling, an act of disrespect to the much-revered ancestors.

Lords and Thanes are well tutored in the ways of their ancient foes and must absorb a wealth of wisdom. Luckily, they are privy to the councils of clan elders, as well as venerable Runesmiths and Engineers. This sagacity is vital, for by the time their beards have grown long enough to lead, Dwarf Lords and Thanes must master tactics and manoeuvre, learning to wield the armoured might of their throng as well as they wield an axe and shield.

For a Thane to progress to become a Lord, he must bear royal blood. If a king dies, a Lord may rise in succession, or a new kingship may be claimed if the clan re-takes an old hold or establishes a new one. All leaders swear oaths of loyalty to a major Dwarf stronghold, which in turn, is sworn to the High King of Karaz-a-Karak. The High King nominally commands all kings, but in practice, this is more a matter of cooperation than of strict abeyance, as Dwarfs are proud individuals who rile at the idea of blind obedience.

All Dwarfs take great pride in their possessions, but none more so than the ruling class. Depending upon wealth or clan, a Dwarf Lord or Thane might be equipped with runic weapons and armour. It is an honour for a Dwarf to bear such relics of war, for each item is passed down from their forefathers, an ancient legacy in its own right. Covered in runes and bristling with arcane might, each of the hold's relics has a long history of great deeds and feats of battle.

While Dwarfs are notably an infantry force, there are a few exceptions among their leaders. Some Lords are carried into battle by Shieldbearers – stout warriors who heft a shield to serve their liege as a fighting platform. This was common amongst Dwarfs of the southern holds and has been continued elsewhere, notably by King Alrik Ranulfsson of Karak Hirn. In other clans, especially northern ones, Lords and Thanes prefer to fight atop Oath Stones, rocks upon which runes are struck – listing out the clan's honour, or perhaps the Lord's lineage or deeds. The stone is a symbol of their homeland, a piece of their stronghold made manifest.

	M	WS	BS	S	T	W	I	A	Ld
Lord	3	7	4	4	5	3	4	4	10
Thane	3	6	4	4	5	2	3	3	10

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Shieldwall.

MASTER ENGINEERS

Given the number of war machines with which the Dwarfs can equip themselves, it is not surprising to find members of the Engineers Guild accompanying a throng to battle. To most Master Engineers, this 'field work' is tiresome, as it takes them away from their forges and workshops and shows them first-hand how their beloved engines of destruction are dragged into position, dented by enemy shot and invariably aimed in a manner not as fully optimised as would be ideal. As all Dwarfs revere fine craftsmanship, their war machines are the most polished and best cared-for in the world, treated by their crew with all the respect due a venerable clan member. Nonetheless, even this level of care falls well short of the wishes of the notoriously cantankerous Engineers.

After a battle, Master Engineers oversee repairs, but during the fight, they are exceptional, if gruff, at directing crews on how to best aim and fire a war machine. Theirs is a skill born of intimate familiarity with the workings of each device. With a glance, a Master Engineer can tell when a bolt thrower is set with too much torsion or when conditions warrant extra black powder for an organ gun. They are consummate craftsmen, being able to gauge the intricacies of laying the deadliest of cannon shots, or giving advice on how best to carve boulders into the most accurate ammunition for a Grudge Thrower. A Master Engineer can also direct the rapid construction of effective entrenchments – such as stacked stone walls or dug out gun pits – that offer protection from enemy missile fire to both war machine and crew.

Master Engineers are doughty warriors, and while they might be more interested in drafting plans for fortifications or designing new mines, they are more than capable of fighting in the front lines. To protect their precious war machines, they fight with all the determination and grit of their race.

GRIMM THE GREAT

Master Engineer Jorek Grimm of the Cragbrow clan was responsible for many of the ironclad ship designs that now steam out of Barak Varr. Grimm's well-armoured fleets have been at the fore of many great victories. It is doubtful, however, that Grimm lived to see more than a few of his sea-borne fortresses built during his lifetime and he certainly never saw his vastly useful steam engines become accepted by his conservative-minded comrades from the guild. Grimm's long tenure with the Engineers Guild ended poorly. He was expelled for his unorthodox, if ground-breaking, work and forced to endure the embarrassing Trouser Legs Ritual as a final indignation before being finally ousted.

	M	WS	BS	S	T	W	I	A	Ld
Master Engineer	3	4	4	4	4	2	2	2	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute.



Artillery Master: If a Master Engineer is not fleeing, a single war machine that is within 3" of him can use his Ballistic Skill and re-roll one artillery dice during the Shooting phase. This cannot be the artillery dice that determines the distance a cannonball bounces or a Flame Cannon's burst of flame moves. You must nominate which weapon, if any, will be using this special rule at the start of each Shooting phase, before any such weapons within 3" of the Master Engineer are fired.

A Master Engineer cannot use this special rule and shoot with his own missile weapon in the same Shooting phase.

Entrenchment: Up to one unit with the troop type war machine can be entrenched for each Master Engineer in the army. An entrenched war machine is treated as being in hard cover when shot at and any charging models suffer a -1 To Hit modifier in close combat. An entrenched war machine can be pivoted to fire, but if it moves in any other way, the entrenchment is lost. If the war machine is destroyed, the entrenchment is considered destroyed as well. A war machine can only be entrenched once.

"Stand Back Sir!": A model with this special rule that is within 3" of a war machine is allowed to take a "Look Out Sir!" roll just as if he was within 3" of a unit of five or more models of the same troop type as himself. If the roll is successful, the hit is resolved instead against the nearest friendly war machine.

RUNESMITHS

Runesmiths work spells with their hammercraft, binding the Winds of Magic into mighty runes of power. They are a suspicious lot and jealously protect the secrets kept in their anvils and hammers, guarding the knowledge that allows them to make magic items – weapons, armour, rings and talismans – of greater potency than items wrought by any other mortal race upon the world.

The ancient Guild of Runesmiths is one of the oldest and most respected institutions in all the Karaz Ankor. According to legend, its origins stretch back to the days of Grungni, the great Ancestor God of Mining, Master of the Forge and Lord of the Runes. The Runesmiths Guild claims descent from Grungni's son. For this reason, the Runesmiths sometimes refer to themselves as the Clan of Morgrim, although they are not the only clan to claim descent from Grungni or his many sons.

The number of Runesmiths is not very great, and those remaining are related to each other, often in some very remote fashion. Each carries on his direct family's traditions, learning the craftsmanship of blending magic and metal together by use of mighty runes of power. The greatest of their kind are known as Runelords; these elder masters do superlative work and are accorded the sort of reverence normally reserved for the Ancestor Gods. When a Runesmith judges the time is right, he chooses a young relative to be his apprentice and reticently teaches him, for an

apprentice has to prove his worthiness to wring out even the most basic steps of the craft from his Master. Many powerful runes have been lost over time simply because a Runesmith could find no one he considered worthy enough to gain his innermost knowledge. Luckily, unless slain in battle, Runesmiths tend to live for a very long time, although they grow progressively more obstinate as they age. Currently, the most prolific of still-working Runelords is Thorek Ironbrow of Karak Azul, but the oldest living Runesmith is Kragg the Grim, Master Runelord of Karaz-a-Karak. Despite being a living link to a bygone era, Kragg has grown so stubborn as to be unbearable.

In battle, Runesmiths aid their side by dampening enemy magic – earthing spells harmlessly before they can wreak havoc amongst the Dwarfs. They do this in the same manner as they capture the Winds of Magic to forge magic items, and they often bring along rune-covered talismans to aid in this endeavour. Many Runesmiths bear weapons and armour of their own crafting, and they are eager to show their comrades exactly how effective they can be. Whether by some gift of Grungni, or perhaps as a side effect of centuries of beating magical runes into white-hot metal, when a Runesmith feels the rage of battle, his weapons, and those of friendly forces around him, begin to glow and radiate heat as if remembering the forgefires from which they were created. This aura of power has proven effective in helping blades penetrate the armour or toughened hides of any foe.

In times of great need, the most powerful Runelords will bring an Anvil of Doom to battle. The Anvils of Doom are the most ancient heirlooms of the entire Dwarf race. They are the very anvils upon which the rune weapons of legend were forged, and were, perhaps, the very creations of the great forgefather Grungni. The anvils are especially made to attract and hold the Winds of Magic, arcane powers which can be captured and subsequently unleashed by a Runelord. Separate runes struck in the right order can call upon the different Ancestor Gods – Valaya for loyalty, Grungni to boost the power of arms and armour, and Grimnir to unlock the energies of fury.



	M	WS	BS	S	T	W	I	A	Ld
Runelord	3	6	4	4	5	3	3	2	9
Runesmith	3	5	4	4	4	2	2	2	9

TROOPTYPE: Infantry (Character).

SPECIAL RULES: **Ancestral Grudge**, **Armour Piercing**, **Magic Resistance (1)** (Runesmith only), **Magic Resistance (2)** (Runelord only), **Relentless**, **Resolute**, **Shieldwall**.

Forgefire: All friendly infantry models in a unit joined by a Runesmith or Runelord gain the Armour Piercing special rule. Should the Runesmith or Runelord leave the unit or be slain, the unit loses the special rule immediately.

Rune Lore: A model with this special rule can attempt to channel dispel dice just as a Wizard does.

ANVIL OF DOOM

Some Runelords bring an Anvil of Doom to battle, accompanied by Anvil Guards who have sworn binding oaths of protection.

A Runelord with an Anvil of Doom gains +2 to his Wounds characteristic. He also gains the Unbreakable special rule, and his troop type changes to war machine with the following special rules:

A Runelord, his Anvil Guards and his Anvil of Doom are treated as single model – the Runelord cannot dismount. There are, however, two sets of characteristics, one for the Runelord and one shared profile for the Anvil Guards. The Runelord and the Anvil Guards use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent in base contact. The Anvil Guards' Attacks do not benefit from any weapon, runic or otherwise, carried by the Runelord (but gain the Armour Piercing special rule).

The Anvil Guards and the Anvil have no Wounds or Toughness values, and can therefore never be attacked separately. However, if the Runelord is removed as a casualty, we assume that the Anvil Guards were slain alongside their master and the whole model is removed from play. If the model is attacked in close combat, it is the Runelord's Weapon Skill that is used for the purposes of the enemy rolling To Hit.

	M	WS	BS	S	T	W	I	A	Ld
Anvil Guards	3	5	3	4	-	-	2	2	-

Ancestral Shield: A model mounted on an Anvil of Doom receives a 5+ ward save.

Locus of Power: If you have one or more Anvils of Doom on the battlefield at the start of any Magic phase, add one dice to both your power and your dispel pool.

Strike the Runes: A model mounted on an Anvil of Doom can use each of the following bound spells once per friendly Magic Phase as long as he has not moved this turn. The Anvil can pivot on the spot before casting, and the range of the bound spells is measured from the Anvil itself.

Rune of Hearth and Home: *The Rune of Hearth and Home stirs a Dwarf's pride in his hold, clan and ancestors.*

Innate bound spell (power level 3). The *Rune of Hearth and Home* is an **augment** spell that targets every friendly Dwarf unit within 24". The target units gain the Immune to Psychology special rule until the start of the next friendly Magic phase.

Rune of Oath and Steel: *The blessing of Grungni hardens Dwarf mail as each suit of armour remembers the hammer blows that forged it.*

Innate bound spell (power level 4). The *Rune of Oath and Steel* is an **augment** spell that targets a single friendly Dwarf unit anywhere on the battlefield. The target unit increases their armour save by 1 (to a maximum of 1+) until the start of the next friendly Magic phase.

Rune of Wrath and Ruin: *The Rune of Wrath and Ruin causes the earth to crack, venting forth fire and sulphur.*

Innate bound spell (power level 5). The *Rune of Wrath and Ruin* is a **direct damage** spell with a range of 24" that causes 2D6 Strength 4 hits, distributed as per shooting.

THE KLINKARHUN

The core alphabetic runes are called Klinkarhun which means 'chisel runes' and these are the most commonly used and easily recognised. Although the sound of Khazalid does not exactly match the sounds of human speech, the chart here gives the closest approximations. The sounds should be pronounced with force and the 'r' and 'kh' sound in particular are made as if enthusiastically clearing the throat.

Y A or I	Г G	Н O
А Ak	1 H	Р R
Д Az	К K or Kh	Т T
В B	М Kar	Th Th
Д D	Л or Ul	У W or U
Дr or Tr	М M	З or Zh
Е E	Н N	
В F or V	А Ng	

I 1 Ong	9 Nuk
II 2 Tuk	10 Don
III 3 Dwe	12 Duz
III 4 Fut	20 Skor
III 5 Sak	100 Kantuz
I 6 Siz	144 Groz*
II 7 Set	1000 Milluz
III 8 Odro	

*Also means 'big' in a general sense

DWARF WARRIORS

In times of war, the leaders of the clan call the muster and any Dwarfs old enough to fight form together into regiments. Most of the individuals that will answer the call of battle are craftsmen of some sort – stone-carvers, brewers, minters, and the like. But once they don their well-forged mail, put on their steel helm and heft an axe in hand, they leave behind the artisan, turning that same industrious nature to their other calling – warfare.

Dwarfs make formidable fighters – they are strong and extremely resilient, broad of shoulder and wide of girth. Although by no means quick, they are physically robust and can maintain a steady plodding pace, marching for days on end despite being loaded down by burdens and heavy mail. When they charge into battle, the momentum generated by their wide, armour-clad bodies is remarkable, hitting the foe with a resounding impact. They have broken many enemy battle lines this way, splintering Elven phalanxes, carving through Orc formations and hacking apart the great masses of Skaven that make up their verminous armies.

Any foe that has fought Dwarfs has quickly learned to respect them – even the elite troops of other armies have met their match against these warriors. They are grim and determined fighters, unwilling to retreat and able to advance and battle on even in the face of great adversity. Tales abound of Dwarfs – hopelessly outnumbered, backed into unfavourable ground and pressed on all sides – somehow emerging triumphant.



Protected by their heavy mail, their skilful use of overlapping shield walls and, finally, by their own tough and obstinate nature, Dwarf individuals, units and armies as a whole seem able to absorb punishing blows that would cause other races to break and flee. With Dwarfs, such suffering only serves to make them angrier – and with beards bristling and hands clenched around axe hafts and mighty warhammers, the Dwarfs regroup to charge anew. Their feeble-limbed foes, too worn out and tired at the end to even lift their weapons, are slaughtered, save for those fast enough to flee the iron-shod and implacable advance of the Dwarfs.

And Dwarfs are vengeful. Hands that once crafted the most intricate of jewels, minds that once delighted in the simplicity and timeless wonder of an exactly constructed stone pillar, now see only red ruin. Although matter-of-fact in their peaceful pursuits, once a Dwarf snaps, his whole life collapses like an arch with its keystone removed. The fury of a Dwarf overcome with a grudge-hatred is stark and harsh.

They are unremitting in their violence, and forgiveness is not in their nature. Instead, they are grown cold, having no more mercy in them than granite. During such periods, even their allies – unless they be barbaric of nature, such as Sigmar in the days of old – will turn their eyes from the cataclysmic and all-consuming wrath that the Dwarfs unleash.

In all but the richest of clans and holds, a Dwarf is expected to supply and maintain his own arms and armour. This is no issue, as most Dwarfs treat their gear of war as treasured family heirlooms, handing down axe and shield, hammer and mail coat, through the generations – presenting them to a young Dwarf when he comes of age. Some clans, such as the Goldshields or the Ironhammers, have developed their conventional gear of war to ensure that their regiments are bold and uniform, while others show their allegiances through more subtle colours or symbols.

	M	WS	BS	S	T	W	I	A	Ld
Dwarf Warrior	3	4	3	3	4	1	2	1	9
Veteran	3	4	3	3	4	1	2	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Shieldwall.

DWARF ALE

Dwarfs are inordinately fond of ale, which they brew and drink in vast quantities. Dwarf ale is so nourishing that it is possible to survive on it alone for weeks on end. Every stronghold has a store of barrels and takes pride in the unique flavour of its brews. Wars between clans have been started by the mere suggestion that a hold's ale tastes remotely similar to mannish brews (considered watery). After the length of his beard, the mark of any Dwarf is the amount he can guzzle, a feat warriors feel improves their battle prowess.

QUARRELLERS & THUNDERERS

QUARRELLERS

Since the Dwarfs first settled the Worlds Edge Mountains, they have used the crossbow to slay their foes at range. The earliest crossbow designs were made of stout ironoak reinforced by metal bands, although these days, some clans prefer the forged steel versions. Regardless of the material they are made from, Dwarf crossbows are deadly weapons – able to drop a Black Orc in its tracks or, with enough Dwarfs firing in concert, even take down a rampaging Giant.

When the clans are called to fight, some Dwarfs arm themselves with crossbows and join the battle as Quarrellers. These formations are tasked with raining bolts down upon their foes – a task they perform with orderly zeal. Quarrellers seek to thin down the enemy's ranks, punish units attempting to outflank their own forces and engage in ranged duels with the foe's missile-armed troops.

Dwarfs have never taken to bows, partly because they do not suit their short physical stature, but also due to the limitations of such weapons in confined tunnels. The powerfully built Dwarf crossbow can easily fire shots that outdistance the puny bows used by Goblins, and the crossbow bolts pack enough punch to devastate lightly armoured foes. With typical Dwarf precision, a unit of Quarrellers will unleash its hail of bolts, reload, take aim and fire again. Protected by heavy armour and their own sturdy constitutions, it is a rare day when an enemy – even one with more skilled marksmen than the Dwarfs – can win a long-ranged shooting contest against a unit of Quarrellers. Or course, should the enemy approach near enough to engage the Quarrellers in close combat, they will find hardened warriors eager to put their axes to work as well.

While the devotees to the handgun have grown over the years, they have not replaced the crossbow. There are many clans that prefer the range of the crossbow, while the most traditionalist simply rile against any form of technological progress and the regrettable lack of 'elbow grease' needed to fire a handgun instead of winding a crossbow winch to re-set its formidable shot. Not surprisingly, some of the less wealthy clans even grumble over the cost of black powder.

THUNDERERS

It took many, many years after the Dwarfs had discovered black powder for the handgun to become widely used by any save the Engineers. Now, most clans, even those that live in the wilderness, can field whole regiments of Thunderers – the name given to handgun-equipped units.

Standing in closely packed ranks, Thunderers take aim and then discharge their handguns – unleashing a thunderous fury and a cloud of gun smoke. Although not quite as long-ranged as a crossbow, the sturdy Dwarf handgun packs an even deadlier shot, its bullet fired with such velocity it can tear through armour and better take down more heavily protected foes, such as Chaos Warriors.

Being methodical, the Dwarfs continue to load and fire in a disciplined manner, so long as their foes are within range. Even when the enemy advance close, almost right up on



top of them, Thunderers will seek to get off one last shot. While the onset of bloodthirsty foes might cause lesser races to rush their aim, the steady coolness of the Dwarfs, not to mention the precision make of their weaponry, ensures that every volley is fired with the same lethal accuracy as the last, until the moment the Thunderers take up their axes and meet the foe's charge in the bloody press of close combat.

Although Dwarfs show great solidarity in the face of outsiders, there is some degree of rivalry between regiments of Thunderers and Quarrellers. Given the bitter nature of Dwarfs, this is not always a 'good-natured' rivalry. Although not prone to murder or betrayal, as are so many of the weaker races, many a good drinking bout has turned into a bloody brawl when the millennia-old question gets raised, which is better: the crossbow or the handgun?

	M	WS	BS	S	T	W	I	A	Ld
Quarreller	3	4	3	3	4	1	2	1	9
Thunderer	3	4	3	3	4	1	2	1	9
Veteran	3	4	3	3	4	1	2	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Shieldwall.

LONGBEARDS

Unless slain in battle, or laid low by mishap, Dwarfs live to a great age. The relative length and fullness of a Dwarf's beard indicates how old, and therefore wise, he is. Hence, Dwarfs never trim their facial whiskers. If Dwarfs are ever in any doubt as to how to proceed, they look to the Dwarf with the longest beard to tell them what to do. This is, invariably, the wisest solution. In warfare, the Dwarfs look to the eldest and most experienced of their fighters to steady their battle lines. These regiments of battle-scarred veterans, known reverently as Longbeards, are as solid, steady (and sometimes as worn) as the mountains themselves.

Longbeards have fought in more wars, beaten more enemies, and endured greater hardships than any young Dwarf can possibly imagine. They constantly grumble about how today's Goblins are far smaller and weedier than they used to be and how nothing is as well made as it was in their day. No young Dwarf, as hot-headed and tempestuous as he might be, would dare gainsay a Longbeard; after all, they have much more experience – and the beard to prove it!

Admittedly, there are times when even the most indefatigable of Dwarfs begins to fray under the constant barrage of complaints ceaselessly launched out by their elders. However, these are borne in respectful silence for a single reason: Longbeards have demonstrated their hard-won skills in battle time and again. They are unfaltering in their ways, disdainful of minor shifts of fortune that can send

less experienced warriors into disorder or even panicked confusion. Whether a howling Orc Waaagh! is smashing itself upon their raised shields, great boulders are splatting down within their ranks to hurl showers of bone and gore outwards or some new eldritch technology of the vile ratmen is spewing purple and green-tinged flames at them – the Longbeards will close ranks, their gnarled faces disclosing no alarm, only a seething anger at their foes.

A Longbeard unit in a battle line is likened to a reliable anchor bolt or bulwark that stands fast and supports the other formations. Woe betide any beardlings who falter under the Longbeards' stern (if rheumy) eyes, for they will be admonished within inches of their very lives. It might not be easy for other units to hold the battle line within earshot of a unit of Longbeards, yet it is also a great honour that redoubles a Dwarf's stoicism and makes even beardlings eager to prove themselves (or at least not give the Longbeards any further ammunition).

	M	WS	BS	S	T	W	I	A	Ld
Longbeard	3	5	3	4	4	1	2	1	9
Old Guard	3	5	3	4	4	1	2	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Immune to Psychology, Relentless, Resolute, Shieldwall.

Old Grumblers: Provided units with this special rule are not fleeing, any friendly Dwarf units within 6" of a unit of Longbeards can re-roll failed Panic tests.



Filled with pride, Snorri watched the fog roll back from the mountain pass. This would be his first time standing shoulder to shoulder with his clan, an honour he had waited for his whole life.

The first of the hunched creatures appeared out of the gloom and Snorri felt his deep-seated hatred growing. Then a sudden gust of wind cleared the valley and the full scale of the greenskin horde was revealed. There were thousands of them! Snorri's hands grew clammy, his knees weak.

Throat-clearing splutters broke the stillness, as Longbeards – the most veteran warriors – took their place in the throng's battle line. Soon, gruff voices began shouting, loudly condemning their foe.

*'Look at 'em, not nearly enough are there?'
'I've seen bigger tusks on cave-squirrels. This better be worth puttin' me mail on for.'*

*'You there, bearding – keep your shield high!'
Snorri was sure the last comment was directed towards him, although he was positive his shield was perfectly positioned. He knew the veterans would complain about anything. Fear forgotten, Snorri swore a silent oath that he would not give them any reason to grumble.*

HAMMERERS

The most skilled warriors in a Dwarf hold are the Hammerers. They are individuals from different units, and perhaps even clans, who have proven themselves in uncountable battles, showing not just great strength and deadly martial prowess, but also steadfast loyalty and a bold and courageous nature. They are formed into a hard-hitting shock unit, a force capable of breaking enemy formations the way a heavy maulhammer crushes shale.

In addition to being a formidable fighting unit, the Hammerers are often used as a Thane or Lord's personal bodyguard. Duty to a liege is a sacred thing to Dwarfs. An individual bound by oath to his Lord will fight all the harder, and for the leader of the throng, a Hammerer will gladly give his life rather than face the dishonour of failure. A king surrounded by his Hammerers is the keep in the centre of the throng: grim and unyielding, a living personification of the indomitable Dwarf spirit. Of course, the allegiance goes both ways, and it is a Lord's duty to properly equip these hand-picked units and to seal the oath between them. The symbol of the bond between a Lord and his Hammerers is the weapons they carry. Each is given a heavy, but perfectly balanced, great hammer, which is often made of gromril.

Outfitted in heavy, well-polished Dwarf mail, Hammerers wade into combat wielding their great weapons. They swing their hammers in sweeping arcs, hitting their enemies with such vigour that only enchanted or hell-forged armour can withstand the force of their blows. With a cracking and crumping, the whirling hammerheads send up gory debris, as splintered shields, cracked bits of armour and even heads or limbs are thrown into the air by the sheer force of the impact. Dwarf battle lines have been known to cheer at the sight of the great hammers rising and falling around their king's banner, beating out a rhythmic noise that is not unlike the deep-booming industrial sounds made by the vast drop hammers found in the larger Dwarf forges.

As the most elite warriors, Hammers enjoy a high status within their hold. When not personally shielding their Thane or king, they are tasked with guarding key elements, such as the throne room or front gate. Larger strongholds will have many regiments of Hammerers, and these often become known by the name of what or whom they guard, such as the Peak Gate Guard of Karak Norn or the Drakebeard Guard, the Hammerers assigned to guard Thane Ull Hammerhand of the Drakebeard clan in Karak Kadrin.

	M	WS	BS	S	T	W	I	A	Ld
Hammerer	3	5	3	4	4	1	2	2	9
Keeper of the Gate	3	5	3	4	4	1	2	3	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Shieldwall, Stubborn.

Kingsguard: If the Dwarf General is in a unit of Hammerers, any member of that unit can accept a challenge. This special rule lasts as long as the General is in the unit.



BATTLE OF THE BURNT HALL

When King Belegar sent messages to Karaz-a-Karak requesting aid, he got more than he bargained for. The relief force was ten thousand strong, all mail-clad Dwarfs led by none other than High King Thorgrim Grudgebearer himself. Thus was the siege once again lifted from the citadel fortress of Karak Eight Peaks, and a new offensive launched to re-enter the main halls below.

The High King commenced the attack by forcing passage through the Karag Nar gates, while King Belegar drove out of the fortified citadel. The fighting was fierce, with axe and hammer pitted against stabbing spears and Squig teeth. The fire of the Dwarfs' anger was hotter, however, and the presence of the High King turned the tide. The Dwarfs cleared the first two levels, their forces advancing towards the Great Hall. But Skarsnik, the leader of the Crooked Moon tribe, emptied his reserves, sending forth wave after wave of attackers. Amidst the forest of shattered pillars, the fighting raged for three blood-soaked days. Through sheer determination, the Dwarfs won the Great Hall, captured the Crooked Moon Standard and cast down the idol the greenskins summoned to aid them, yet the Dwarfs did not have the numbers to hold their gains. Although it grieved them, the Dwarfs burnt their dead behind them and force marched back to their starting positions before the greenskins could recover, or the Skaven join the fray.

IRONBREAKERS

Most of Karaz Ankor lies beneath the surface of the world – from the towering vaults and labyrinthine galleries of the holds to the endless tunnels of the Underway. Adjoining these are the shafts of countless mines, sunk deep in the bottomless dark. Many of these passages have been infiltrated – penetrated by the gnaw tunnels of Skaven, or the mushroom-filled holes of the Night Goblins. The blackness of the underworld is also home to other monsters – crawling horrors and slinking beasts unknown to surface dwellers. The Dwarfs barricade intrusive passageways and build gates to block incursions from below, but even so, constant vigilance is needed. To safeguard the deepest and most dangerous passages, the Dwarfs call upon the Ironbreakers.

Clad from head to toe in suits of gromril armour, Ironbreakers can survive in a treacherous world of rockfalls and sudden ambush. They stand resolute, barring danger from advancing beyond their post. It is an honour to be selected to join the Ironbreakers, for they are trusted to protect the hold's most vulnerable entrances. Only the strongest and bravest are accepted into their ranks, but the dark offers no vainglory, and those warriors who choose a path of greater ambition must seek out the Hammerers.

To serve as an Ironbreaker, a Dwarf must take vows to stand bold, even if no king, Lord or Thane is near. Behind and above him are the beardlings, treasure troves, ancestral tombs, and the very halls that the forefathers of

his race carved out of rock in ages past. Before and below an Ironbreaker will be only the dark, the all-consuming blackness that hungers to grasp everything into its clutches.

Ironbreakers are trained to fight in tight formations, wedged into the confines of narrow tunnels. There, they find defensible positions and let the enemy break upon their overlapping shields as waves crash into rock. Impervious, implacable and unmoving, they form a living line, gromril-hard, that holds back the flood terror that lurks in the dark below. Enemies fall before their axes like winter wheat before the scythe and blows clang harmlessly off their high-impervious armour or are caught and deflected by their sturdy shields.

Each regiment of Ironbreakers will have a veteran, a grizzled unit leader known as an Ironbeard, who knows the undertunnels like the back of his hand. It is an Ironbeard's duty to manoeuvre the unit into a favourable position and to call out the battle formations, such as the box of iron, the steel square or so on.

Such is the prowess of the Ironbreakers that they will often be called upon to fight on the surface – aiding the throng in time of a muster. However, for each battle under the light of sun or moon, the Ironbreakers will have fought dozens in the deep dark beneath the mountains.



	M	WS	BS	S	T	W	I	A	Ld
Ironbreaker	3	5	3	4	4	1	2	1	10
Ironbeard	3	5	3	4	4	1	2	2	10

TROOPTYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute.

Shieldwall of Gromril: Models with this special rule always receive a +1 bonus to any Parry save they are eligible to take, not just in turns in which they are charged.

UPGRADE:

Cinderblast Bomb: These are small grenades thrown by hand, whose shrapnel is especially deadly in close confines.

The cinderblast bomb is a missile weapon that uses the stone thrower rules, but the model can move (not march) and fire with the following profile and special rules:

Range	Strength	Special Rules
2-8"	3 (6)	Armour Piercing, Multiple Wounds (D3)

If, when throwing a cinderblast bomb, the artillery dice result is a misfire, roll a D6. On a result of a 1, centre the small round template over the thrower and work out the damage. On a roll of 2+, the bomb is a dud and nothing occurs. Note that a model equipped with cinderblast bombs is assumed to have a supply that will last him the entire battle.



IRONDRAKES



The bitter underground wars that the Dwarfs fight daily to protect their strongholds are evolving, as the Dwarfs' foes *come up with diabolical plans to get past a stronghold's* protections. Time and again, the Dwarfs' courage and rune-enhanced weapons and armour have turned the tide, yet their foes have learned. When Skaven find the corridor blocked by unmovable Ironbreakers, they call for their own loathsome countermeasures – warpfame-spewing fire throwers, gas grenades or cobbled-together chopping machines. For their part, Night Goblins turn to mushroom-addled ball and chain-wielding Fanatics, Cave Squigs or Troll mobs. For the Dwarfs' defence, the cost in lives is high.

It was the Engineers Guild that invented the drakegun, a weapon which fires a blast of alchemical fury – a searing bolt of blazing energy. Short-ranged but incredibly potent, a single volley from a unit bearing drakeguns can halt the onrushing charge of enraged Mangler Squigs. Ironbreakers who showed an aptitude with the drakegun were further trained and formed into new units. When first used, even the gromril armour of the Ironbreakers struggled to protect against the intense heat generated by the fiery blasts. With the aid of Runesmiths, new armoured suits were developed bearing runes of protection first designed to safeguard those who work in the high temperatures of the massive forges.

Now, when confronted by a foe capable of breaking through a wall of Ironbreakers, a new fighting tactic has been developed. Ironbreakers open ranks to allow the Irondrakes to file past. With well-drilled precision and the barking orders of an Ironwarden, the dark is soon illuminated by molten blasts. The stalwart Dwarfs blaze away as attackers fall, their crumpled bodies still smoking with fist-sized holes burned through their flesh. The Irondrakes have proven so effective that their services are pressed into action wherever a throng may fight.



	M	WS	BS	S	T	W	I	A	Ld
Irondrake	3	5	3	4	4	1	2	1	10
Ironwarden	3	5	4	4	4	1	2	1	10

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute.

EQUIPMENT:

Drakegun: The drakegun is a missile weapon with the following profile and special rules:

Range	Strength	Special Rules
18"	5	Armour Piercing, Dwarf-crafted, Flaming Attacks, Quick to Fire

Forge-proven Gromril Armour: A model with forge-proven gromril armour has a 4+ armour save and a 6+ ward save. They also have a 2+ ward save against all hits with the Flaming Attacks special rule.

UPGRADES:

Brace of Drakefire pistols: Drakefire pistols are deadly weapons, ideal for close-ranged tunnel fighting.

A brace of drakefire pistols is used simultaneously, both in combat and when shooting, with the following profile and special rules:

Range	Strength	Special Rules
Combat	As user	Extra Attack, Requires Two Hands

Range	Strength	Special Rules
12"	5	Armour Piercing, Dwarf-crafted, Flaming Attacks, Multiple Shots (2), Quick to Fire

Trollhammer Torpedo: A cumbersome weapon fitted onto the end of a drakegun in order to bring down large beasts.

This is a missile weapon with the following profile:

Range	Strength	Special Rules
24"	8	Flaming Attacks, Multiple Wounds (D3), Slow to Fire

SLAYERS

Slayers are the strangest and most deadly of all Dwarfs. They are outlandish doom-seekers, individuals who have wholly dedicated the entire fibre of their being to the hardest and most destructive life of battle that they can find.

Dwarfs are a proud people, and none of them cope well with failure or personal tragedy. The loss of family or hoard is inconsolable to Dwarfs, a fate that can seriously unhinge their obsessive minds. Likewise, the loss of honour, such as failing to uphold an oath or being forsaken in love, can cause a Dwarf to forswear the fellowship and comforts of family, clan, and hold, opting instead for a life of self-imposed exile. Having broken ties with everything they once held dear, these Dwarfs leave behind all possessions save their axes.

They take the solemn and binding vows of the Slayer Cult, oaths which oblige them to forevermore seek death in battle at the hands of the most deadly enemy they can find. Next, Slayers shave their heads save for a solitary crest – a fearsome plume which they dye bright orange and stiffen so that it sticks out at alarming angles. Then they begin their quest for a glorious death, deliberately seeking out mighty targets to destroy such as Trolls, Ogres, or even Giants.

The Slayer way of life – a constant search for battle and foes – invariably means that many achieve their ambition and are slain at the hands of ferocious beasts. Others, the least successful ones in a sense, survive – perhaps due to

great martial skill, or because they are the toughest, or most determined. This natural selection weeds out all but the most exceptional of their kind, meaning that any Slayer met is psychopathically dangerous, a warrior well honed at spotting and driving an axe into an enemy's weak points. As Slayers spurn armour or shields, those who live to fight on become heavily scarred and fearless monster-killers, bitter fighters that band together to seek their doom, yet are incapable of deliberately fighting to lose. Upon his own death, a Slayer will use his final breath to fuel one last attempt to strike a foe.

In times of battle, Slayers arrive from the wilderness to join a throng, lending their considerable combat skills to the Dwarf cause. Many desperate wars have been won by the ferocity and sheer determination of the Slayers. Although they prefer to hew down towering monsters, at need, they will turn their axes to scything down any enemy. Even when bloodied and battered after a battle's end, they will pause only long enough to slake their thirst before beginning their deathquest anew.

	M	WS	BS	S	T	W	I	A	Ld
Slayer	3	4	3	3	4	1	2	1	10
Giant Slayer	3	5	3	4	4	1	3	2	10

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Unbreakable.

Deathblow: If a model with this special rule is reduced to 0 Wounds by close combat Attacks or Stomps (but not Impact Hits), he can immediately make a single Deathblow attack before he is removed as a casualty. A Deathblow attack can be resolved against any enemy model in base contact and, its unusual sequencing aside, is resolved exactly like a normal close combat attack (and therefore uses any special rules that would normally apply to the model's close combat attacks). If a model with the Deathblow special rule is slain in a challenge, his Deathblow attack must be directed at the opposing model in the challenge. Once the Deathblow has been resolved, remove the model as a casualty and resolve the rest of the combat (including any more Deathblows).

Slayer: Slayers ignore penalties to Strength and always cause a Wound on a To Wound roll of 4+, unless they would need a lower result. Use the Slayer's Strength characteristic (after bonuses from special rules such as Resolute, or those granted by runic weapons, great weapons, etc.) to determine the armour save modifier for any successful Wounds.

Slayer Axes: Slayers turn up to battle with a variety of axes. At the start of each combat, a Slayer unit must choose to fight with either a great axe (great weapon) or a pair of axes (additional hand weapon). If a Slayer has a runic weapon, he loses the benefit of this special rule.

Slayer Cult: Only models with the Slayer special rule are allowed to join units of Slayers. Furthermore, Slayer characters can never be the army's General or join any unit other than Slayers.



DRAGON & DAEMON SLAYERS

Some Slayers, despite their best efforts to find and fight the most formidable of foes, still fail at their task of dying in battle. By dint of constant fighting, these rare Slayers become ever more scar-riddled and dangerous. In order to survive for so long against such terrible odds requires either luck or martial skills that have been honed to a razor's edge, and perhaps both. Now known as Dragon or Daemon Slayers, these angst-ridden fighters are honour-bound by their oaths to continue their death quest, but now they must seek out and battle ever more ferocious enemies.

A Dragon or Daemon Slayer is often joined on his journeys by a swarm of younger brethren from the Slayer cult. They flock towards such renowned killers, as they can be assured that, as he seeks his ultimate destiny, he will lead them straight towards foes against whom a worthy end might be made. This attraction is not altogether appreciated by the irascible and laconic Dragon or Daemon Slayer, for while they realise word of their deeds or great death might now be brought back to the Dwarfholds, they are loners by nature and resent any distraction. They are committed to die gloriously fighting monsters, not to leading others or looking after newcomers. Also, although none would ever admit to it, these veteran Slayers do not want to dare chance one of their following of new mavericks getting in a lucky stroke and robbing them of the glorious final blow upon some epic beast whose death would be worthy of a song.

	M	WS	BS	S	T	W	I	A	Ld
Daemon Slayer	3	7	3	4	5	3	5	4	10
Dragon Slayer	3	6	3	4	5	2	4	3	10

TROOP TYPE: Infantry (Character).

SPECIAL RULES: **Ancestral Grudge**, **Deathblow** (see opposite), **Relentless**, **Resolute**, **Slayer** (see opposite), **Slayer Axes** (see opposite), **Slayer Cult** (see opposite), **Unbreakable**.

Daemon Slayer (Daemon Slayer only): Any ward saves successfully made against Attacks made by the Slayer must be re-rolled.

Dragon Slayer: When attacking monsters, the Slayer's attacks have the Multiple Wounds (D3) special rule.

'HOLD BACK YOUR FIRE AND LET US PASS. WE HAVE TAKEN THE SLAYER'S OATH AND WOULD FIT OUR AXES AGAINST THOSE BEASTS. IF WE COME BACK, HAVE ALL YOUR ALE READY. IF, INSTEAD, IT IS OUR TIME TO TAKE THE PATH OF GRIMNIR, THEN MAY OUR DOOM BE A MIGHTY ONE. IF WE DO NOT RETURN, REMEMBER US TO OUR CLANS AND KINGS.'

- Rehthor Redaze, Giant Slayer, who led a band of Slayers against the Troll horde of Og the Mighty. None returned.

SLAYERS OF LEGEND

Slayers regularly attempt impossible deeds, pitting their axes and finely tuned killing skills against creatures that outclass them in terms of power and size by a hundredfold or more. Undaunted by hopeless odds or how many of their own kind fall, Slayers do not stop their attack until they are dead. No matter how large, if enough Slayers are present, even the most titanic foe will eventually be hacked down and slain. From out of such fierce tenacity legends have grown – tales of Slayers performing deeds of unbelievable might.

Brakuh One-eye waded through an entire Shaven army before splitting a grey rat-wizard and his infernal bell device in two, while Hugnir, out of Karaz-a-Karak, single-handedly slew a dozen Giants. Ungrim Ironfist, the Slayer King, smote down the Dragon of Black Peak, a beast that, by itself, had routed armies and devoured entire towns in the Empire. Yet of all their many impressive glories, there are no Slayers that can match the bloodstained feats of Gotrek Gurnisson. Armed with a battleaxe that rivals the one borne by High King Thorgrim Grudgebearer in craftsmanship, it is said that Gotrek fights with the skill and fury of Grimnir himself. Over the course of his deathquest, which has been recorded by the human rememberer known as Felix Jaeger, Gotrek has carved his way through all manner of the most deadly creatures in the world, dispatching enemy warlords, vile seers, ancient Vampire Lords, Greater Daemons, and Dragons all with the same contemptuous ease.



MINERS

Even the smallest Dwarf holds are populated with a fair number of Miners. As an underground dwelling race, Dwarfs always need experts at delving into bedrock, and this, coupled with the race's insatiable lust for gold, ensures that all mountain abodes are riddled with any number of deep shafts dug down in search of precious metals and gems. With their short but powerful build, Dwarfs are ideally suited to mining – their strength and endurance allowing them to tirelessly wield pick, hammer and shovel. While new-fangled drilling machines and steam-powered wonder-tools are now being put to use by progressive-minded clans, they will never replace the need for skilled and experienced Dwarf Miners.

When Dwarfs march to war, many mining clans form regiments to join the battle. As a point of pride, they do not bear axes, but instead wield the same heavy two-handed mining picks and mattocks they use to laboriously carve out tunnels. As it turns out, these well balanced and sturdily made tools work equally well whether digging into bedrock or hacking apart Goblins. Because tunnelling in the deeps is dangerous work, Miners constantly wear heavy armour and helms. Down the ages, this mail has served to protect them against rockfall and cave-ins as well as turning aside such attacks as Elf arrows or rusty Skaven blades.

Miners have a wide knowledge of subterranean tunnels and, if there is not already an easily accessible underground route to an enemy's vulnerable flank or rear, the Miners will make one! Few enemies react calmly to the trudge of heavy boots

behind them, and many a desperate battle has been won by Miners arriving in the nick of time from an unexpected quarter. Led by a Prospector (the most veteran member of the crew), Miners can wreak havoc on a foe's battle plans.

The longer and more established a Dwarf mine is, the more likely it is to be augmented with mechanical contrivances. Great steam engines draw in fresh air or haul chains to tow wagonloads of rock out of the depths. Some Miners even take to war with a few of their 'gadgets', such as blasting charges or a steam drill to aid in undertunnelling the enemy battle lines quickly. While the most conservative Dwarfs still grumble about these newer generations, stoutly wielding a pick to carve through a foe and winning the battle go a long way to aiding acceptance.

	M	WS	BS	S	T	W	I	A	Ld
Miner	3	4	3	3	4	1	2	1	9
Prospector	3	4	3	3	4	1	2	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: *Ancestral Grudge, Relentless, Resolute.*

Underground Advance: A unit with this special rule can deploy using the Ambushers special rule. Additionally, in the turn in which the unit arrives as Ambushers, they are counted as being in soft cover.



UPGRADES:

Blasting Charges: *Miners use black powder to blast their way to valuable mineral deposits. Needless to say, this destructive force has proven useful in tight spots during battles and sieges.*

One use only. Blasting charges are missile weapons with the following profile and special rules:

Range	Strength	Special Rules
4"	4	Armour Piercing, Flaming Attacks, Quick To Fire

Note that the entire unit must throw their blasting charges at the same time.

Steam Drill: *The steam drill is a common piece of mining equipment that has also proven useful on the battlefield.*

A Miner unit equipped with a steam drill can re-roll a failed arrival for its Ambushers special rule. Additionally, the Prospector can use the steam drill in close combat with the following profile:

Range	Strength	Special Rules
Combat	+3	Always Strikes Last, Requires Two Hands

RANGERS

Rangers are the long-ranged eyes and ears of most Dwarf settlements. They patrol far from the safety of the hold, often spending long periods out in the wilderness, keeping watch on the Dwarfs' many enemies and tracking dangerous beasts. It is they who explore hidden valleys, push through collapsed sections of the Underway and scale the cliffsides in search of new pathways. Rangers will hunt down and dispose of lone monsters or ambush small mobs of Goblins, but when they confront larger creatures or enemy armies on the march, the Rangers send signals to the nearest outposts to alert them of the encroaching danger.

While all holds are thankful for such services, that doesn't mean the Rangers are well respected. Rangers are a wandering lot – often moving between holds. After months surviving in the wilderness, far off the beaten track, they are, at best, weather-beaten and travel-worn. Most consider them to be outcast clans, desperate to earn their way back into a hold. Sometimes this is the case, but just as often, the Rangers turn out to be an independent-minded breed of Dwarf, small groups from respectable clans that feel more at home on the mountainsides. Unlike most of their kin, they camp under the stars, moving from rough camp to camp. With such free spirits, it is no wonder that so many Dwarfs are mistrustful of Rangers, generally believing them to be a bit unhealthy from breathing so much open air and exposing themselves so often to the sun.

To survive on the harsh mountain slopes without the security of a nearby hold to fall back to, Rangers have learned to be stealthy and to fight in a manner unique for Dwarfs. They are ambush-hunters, experts at approaching the enemy from unexpected angles. Where possible, they will trigger avalanches, misdirect wayward foes over cliffs, or lead them into the teeth of an oncoming icestorm. Rangers are walking arsenals and carry a slew of different weapons – crossbows to skewer foes at long range, throwing axes for close ranged slaying while on the move, an axe for close combat and, for truly imposing foes, great axes. They have learned to keep bedrolls, pots, pans, and climbing gear secreted in camps hidden along their mountainous routes, yet still, they must carry all their provisions on their backs as well.

When dealing with large enemy forces, Rangers will first attempt to forewarn all Dwarfs in the invaders' path and then they will trail the foe, picking off stragglers and waiting for an opportunity to wreak havoc. In this way, when the enemy finally confronts a Dwarf force, the Rangers will often be in position to outflank the foe, arriving behind their battle lines to destroy war machines, pincushion lone wizards, or launch an attack to otherwise help gain an advantage for the Dwarfs.

Many times, a Ranger's greatest deeds go unwitnessed – acts of sabotage such as rolling gunpowder barrels downhill onto enemy camps, spiking the foe's water supplies with intoxicating agents (a battle-winning tactic, but also resource wasted on those that don't appreciate it!), or leading the wild beasts that haunt the mountain passes onto the enemy trail, allowing wild Manticores or hungry Wyverns to do some of their work for them. Still, no matter how many Night Goblin Fanatics they lure into rockpiles, many Dwarf clans will give them only cursory thanks and little respect.



Rangers are mysterious figures, and it is not surprising that many tales are told of their deeds. The most famous of their kind is the regiment known as Bugman's Rangers – vengeance-seekers who follow their brewmaster, turning up out of the wilds with grim tidings before lending a hand in the battle that is sure to follow. Others, too, have grown in status – the Redbeards that haunt the High Pass; the grim survivalists called Ulthar's Raiders, known for the trail of Goblin heads they leave on stakes near Karak Eight Peaks; and the Frostbeard Clan, hardy Rangers who set clever traps to ensnare monsters on the slopes north of Karaz-a-Karak.

	M	WS	BS	S	T	W	I	A	Ld
Ranger	3	4	3	3	4	1	2	1	9
Of Deadeye	3	4	4	3	4	1	2	1	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Scouts.

'THEY MIGHT LOOK LIKE TRAPPERS, AND FRANKLY, THEY SMELL EVEN WORSE THAN THAT, BUT WHEN IT COMES TO RIDDING THE MOUNTAINSIDES OF ORCS, THERE ARE NONE BETTER!'

– Durek Heustone, Head Prospector,
Karak-a-Karak

DWARF ARTILLERY

CANNON

Cannons were first made by the Dwarfs of Zhufbar, although now, many of the larger strongholds make their own. One of the most potent of war machines, a cannon can shatter the most heavily armoured foe, pour shot into massed enemy formations, level a foe's cities or fortifications and topple the largest of monsters. They are, however, somewhat temperamental devices, and even the best-forged cannons in the world (those made by the Dwarfs, naturally) are subject to occasional malfunction. The slightest crack or premature ignition of black powder can result in devastating accidents.

In addition to the cannons housed within strongholds, many clans maintain a number of cannons that can join a throng on the march. These are hauled into overlooking positions on the battlefield where their long range and potent shot can dictate the course of the enemy's actions. Given the quality of their make, many Cannons have been in service for a number of centuries and are revered by their crew.

	M	WS	BS	S	T	W	I	A	Ld
Cannon	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine (Cannon).

SPECIAL RULES: Ancestral Grudge, Stubborn.

GRUDGE THROWER

Catapults were one of the earliest of the Dwarf-made war machines and have been used to command the approaches to Dwarf strongholds for many millennia. During the War of Vengeance, so great was their fury with the Elves that the Dwarfs began the practice of inscribing grudges on the rocks being used as ammunition. This custom stuck, and many crew believe that the engine is only as good as the grudges it throws – and therefore spend a great deal of time carving their anger directly onto the shaped stone ammunition.

Grudge Throwers are still used by all Dwarfholds and over the long years there have been many famous engines whose renown has spread far and wide across the Karaz Ankor and beyond. Perhaps most famous of all was the 'Gob-lobber', a legendary catapult which drove off a great many greenskin attacks during the Goblin Wars – although this was more down to the crew's use of live gobbos as ammunition rather than pure accuracy.

	M	WS	BS	S	T	W	I	A	Ld
Grudge Thrower	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine (Stone Thrower).

SPECIAL RULES: Ancestral Grudge, Stubborn.



ORGAN GUN

An invention of the Dwarf Engineers Guild, the four-barrelled Organ Gun is so called because its array of barrels resembles the pipes of a musical organ. The Organ Gun's barrels are smaller and lighter than an ordinary cannon's, which means it lacks that extreme range and hitting power, but has the advantage of firing a barrage of shots all at the same time. With a well-placed salvo, and all its barrels firing to maximum effect, an Organ Gun has been known to blow away entire enemy units at a time.

	M	WS	BS	S	T	W	I	A	Ld
Organ Gun	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine.

SPECIAL RULES: Ancestral Grudge, Stubborn.

Organ Fire: An Organ Gun has the following profile and special rules:

Range	Strength	Special Rules
30"	5	Armour Piercing

To fire the Organ Gun, select a target according to the normal rules for shooting, then roll two artillery dice to find out how many shots are fired.

- If one of the dice rolls a misfire, the firing mechanism is not working properly or it suffers a minor jam. All shots fired from the Organ Gun this turn suffer a -1 To Hit.
- If both dice roll a misfire, no shots are fired and a critical fault has occurred; roll a D6 and consult the Black Powder War Machine Misfire chart in the *Warhammer* rulebook.

The number of shots fired by the Organ Gun is equal to the total of both artillery dice. After determining the number of shots, roll that number of dice To Hit the target using the crew's Ballistic Skill and applying all appropriate modifiers. However, the Organ Gun never suffers a To Hit penalty for firing multiple shots.

BOLT THROWER

Tried and true, many clans still swear by the Bolt Thrower – a war machine that the Dwarfs have used since the days of the Ancestor Gods. Bolt Throwers are large versions of crossbows, able to fire a Dwarf-sized bolt over a long distance. Reliable and accurate, some Bolt Throwers have been in service for many thousands of years, yet they can still bring down a flying Wyvern or skewer a Troll.

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine (Bolt Thrower).

SPECIAL RULES: Ancestral Grudge, Stubborn.

FLAME CANNON

There are few weapons that can put fear into the heart of a foe like the Flame Cannon, one of the deadliest inventions of the Engineers Guild. A volatile concoction of hot oil and molten tar is mixed within the Flame Cannon before air is pumped into the barrel; soon the pressure inside is tremendous and the barrel is almost ready to burst. At precisely the right moment, the Dwarfs place a burning oily wad into the nozzle and release the pressure. The mixture catches fire as it whooshes from the barrel in a leaping spurt. The burning oil arcs into the air towards the enemy ranks and, with a little bit of luck, lands in the middle of the foe, spraying boiling tar over them. For longer ranged shots, the Dwarfs simply apply more pressure, and the most experienced crew know exactly when to release the straining valves to achieve maximum distance. Those crew who misjudge this subtle balance rarely get another chance.

Enemies struck by Flame Cannons have their flesh melted off them in a slough, leaving only scorched bones and a foul-smelling liquid that is best described as 'goo'. Even the bravest of those who survive, after seeing their comrades so gruesomely reduced, have been known to flee immediately.

	M	WS	BS	S	T	W	I	A	Ld
Flame Cannon	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine (Fire Thrower).

SPECIAL RULES: Ancestral Grudge, Stubborn.

Sheet of Fire: Flame Cannons shoot using the fire thrower rules in the *Warhammer* rulebook with the addition of the Multiple Wounds (D3) special rule. However, a Dwarf player can also pump extra steam to fire a supercharged flame shot with the following profile and special rules:

Range	Strength	Special Rules
12"	5	Flaming Attacks, Multiple Wounds (D3)

To fire the supercharged flame shot, nominate a point within the war machine's line of sight and within 12". This does not have to be an enemy model, but can be a point on the ground if you wish. Place a small counter (a coin will do) in the correct position as a reminder.

Using your tape measure, extend a 'shot' line from the Flame Cannon's barrel all the way to your target point. Roll the artillery dice and extend the line away from the Flame Cannon the number of inches shown – this is where the teardrop-shaped template is placed (the narrow end closest to the Flame Cannon). After this, work out hits exactly as per normal fire thrower rules.

Note that you are not allowed to make a Flame Cannon shoot in such a way that it has a chance of hitting a friendly unit or an enemy unit that is engaged with friendly units.

If you roll a misfire result while shooting a supercharged flame shot, you suffer a -1 penalty on the Black Powder War Machine Misfire chart.

GYROCOPTERS



Gyrocopters are flying machines whose rotor blades are propelled by an ingenious lightweight steam engine. They can take off and land vertically, as well as hover in position over a spot. Although originally used to fly over difficult mountain terrain and to drop supplies and messages to beleaguered settlements besieged by foes, the Gyrocopter was soon tested over battlefields with great success.

The main armament of a Gyrocopter is a steam gun. When the valve is released, this unleashes super-hot steam from the engine that blasts out of the barrel with a hissing scream. Although its reach is short-ranged, a skilled pilot can bob and spin into perfect position to unleash this cloud of scalding death across the foe's ranks. Over the years, Gyrocopter's firepower has been augmented with bombs, with varying degrees of success. Originally, the pilot was responsible for lighting the fuse and throwing the bomb overboard while trying to fly and dodge enemy arrows. More recently, the Gyrocopter's small payload of bombs has been fitted into the craft's stabilisers.

Gyrocopters were invented by the Engineers Guild, although it took many centuries before the flying machines gained acceptance from the more conservative Dwarfs. As the legend goes, the inventor was inspired by watching Dragons swooping down from inaccessible mountain crags. He combined the idea of wings with that of engines used to drive drilling machines and then added flywheels from grinding machines to boot. Now, even small strongholds have an airfleet and skilled Engineer pilots as part of their throng.

	M	WS	BS	S	T	W	I	A	Ld
Gyrocopter	1	4	3	4	5	3	2	2	9

TROOP TYPE: Unique.

SPECIAL RULES: Ancestral Grudge, Fly, Relentless.

Armoured Copter: The Gyrocopter has a 4+ armour save.

Dive Bomb: Once per game, during the Remaining Moves sub-phase, models with this special rule may drop bombs unless they are fleeing or have declared a charge that turn. To Dive Bomb, select one unengaged enemy unit that the Gyrocopter moved over in that turn. To determine the damage caused by the bombs, roll an artillery dice; this is the number of hits inflicted. If a misfire is rolled, the Gyrocopter takes a single Wound with no armour save allowed. The Gyrocopter's bombs have the following profile:

Range	Strength	Special Rules
n/a	3	Armour Piercing

If a Gyrocopter Dive Bombs, it cannot make any other shooting attacks in that turn.

EQUIPMENT:

Steam Gun: The steam gun shoots using the teardrop-shaped template. Place the template with its broad end over a target and its narrow end touching the muzzle of the steam gun. Any models touched are hit using the profile below:

Range	Strength	Special Rules
n/a	3	Armour Piercing

UPGRADE:

Brimstone Gun: Some Gyrocopters switch their steam gun for a brimstone gun, a modified version of the weapon used by the Irondrakes.

The brimstone gun uses the profile below:

Range	Strength	Special Rules
18"	5	Armour Piercing, Dwarf-crafted, Flaming Attacks, Multiple Shots (D3), Quick to Fire

"THWOPPA, THWOPPA, THWOPPA – THE RHYTHMIC BEATING OF GREAT ROTOR BLADES GREW IN INTENSITY UNTIL A SQUADRON OF GYROCOPTERS PASSED CLOSE OVERHEAD. NOT LONG AFTER CAME THE WHISTLING DROP OF ORDNANCE PLUMMETING FROM ON HIGH, FOLLOWED BY A THUNDEROUS BLAST. THEN CAME THE HISsing OF STEAM GUNS AND THE WAILS OF THE DYING. OUR MINE WAS SAVED – THE AIRCORP OF ZHUFBAR HAD ARRIVED!"

– Oldor Greybeard, Prospector

GYROBOMBERS

Since the first flight of the Gyrocopter, Engineers have been seeking ways to upgrade its payload. There were times, such as when greenskin invasions filled the valleys, swarming up a mountain's flanks to besiege a Dwarf stronghold, that Gyrocopters buzzing around the flanks just wasn't going to break up the attack. With some reconfiguration, and by losing the heavy weight of the steam gun, the Engineers Guild were able to significantly increase the size and number of bombs carried. Thus was the Gyrobomber invented.

Initial tests against rampaging Orcs proved successful, with the newly dubbed Gyrobomber sowing patches of destruction along its flight path. However, while the bombs did rip holes into the waves of oncoming attackers, the newly designed flying machine was not as capable at diving down to launch its bombs as was the Gyrocopter, and furthermore, the larger bombs proved more susceptible to wind shear. All of this meant that the devastating payload was not always delivered on target. Teams of Engineers advanced a slew of ideas, one of which turned out to increase the bomb's damage potential. By rigging the explosive content within the bomb canisters, the Engineers found they could set off a brief chain reaction, creating a 'bouncing' bomb that would land, explode and then set off subsequent explosions. Named the grudgebuster bomb, the Engineers were naturally defensive about it – bristling at suggestions that the bombs were less accurate, they stated that the bounces gave the ordnance a greater chance to strike its target. Tests showed that, while the grudgebuster bombs might not be any more accurate, their multiple explosions wreaked more damage than ever.

Armed with their impressive bomb racks and a nose-mounted clattergun, the Gyrobombers stream over the Dwarf battle lines seeking to obliterate the foe's largest formations. Already, several flying formations have become famous – perhaps most notably the Skyhammers from Zhufbar and the Blackhammer Bombers of Karaz-a-Karak.



After resolving the damage caused by a grudgebuster bomb, roll a D6. On a 4+, the bomb scatters D6" from where it first landed (a Hit! result remains in place). Place the small round (3") template on the new location and resolve damage using the profile above. It cannot bounce a third time.

	M	WS	BS	S	T	W	I	A	Ld
Gyrobomber	1	4	3	4	5	3	2	2	9

TROOP TYPE: Unique.

SPECIAL RULES: Ancestral Grudge, Armoured Copter (see opposite), Fly, Relentless.

Bombing Run: During the Remaining Moves sub-phase, models with this special rule may drop a bomb unless they are fleeing or have declared a charge that turn. To make a Bombing Run, select one unengaged enemy unit that the Gyrobomber moved over in that turn and place the large 5" template anywhere over the target unit (but note that it cannot cover friendly models) and roll for scatter and damage as for a stone thrower from the *Warhammer* rulebook. If a misfire is rolled, use the Bomb Misfire chart below. Grudgebuster bombs have the following profile:

Range	Strength	Special Rules
-	3 (6)	Armour Piercing, Multiple Wounds (D3)

BOMB MISFIRE CHART

D6 Result

- 1 **Premature Detonation.** The Gyrobomber suffers a Strength 6 hit with the Multiple Wounds (D3) special rule.
- 2-3 **Jammed Release.** Centre the 3" template over the Gyrobomber before scattering it and resolving damage as normal. This bomb does not bounce.
- 4-6 **Dud.** Only the model under the template's central hole is hit, suffering a single Strength 4 hit.

EQUIPMENT:

Clattergun: The clattergun is fired in the Shooting phase with the profile below:

Range	Strength	Special Rules
24"	4	Armour Piercing, Dwarf-crafted, Multiple Shots (4), Quick To Fire

ANCESTRAL HEIRLOOMS

The following are magic items available to Dwarf armies. These items may be taken in addition to runic items as a character's points allow, but no further runes can be added to any of the Ancestral Heirlooms. Note that Dwarf characters may not select magic items from the Warhammer rulebook.

THE HAMMER OF KARAK DRAZH Magic Weapon

65 points

The Runelords of Karak Drazh wrought wonders the likes of which had never been seen before, or since, but even amongst their treasure hoards, there was one hammer that stood out as exceptional. It was struck with runes so that it could be swung with preternatural ease, yet it hit with a bludgeoning force – its blows sending shock waves emanating outwards in ripples of concussive force. The weapon was feared lost forever with the fall of Karak Drazh, yet thousands of years later, it has again been recovered.

Attacks with the Hammer of Karak Drazh are resolved at +3 Initiative, and any enemy models that suffer one or more unsaved Wounds from it have their own Initiative reduced to 1 until the end of the Close Combat phase.

RED AXE OF KARAK EIGHT PEAKS Magic Weapon

50 points

This axe was forged in Karak Eight Peaks by the mad Runesmith Orrey Singebear. Struck with unique runes of vengeance and cooled in the poisoned wells of that ruined hold, the Red Axe shines with a crimson sheen. Skaven recognise the fabled axe blade – calling it the Red Death and squealing in their scurrying panic to flee. The Night Goblins also loathe the axe, typically losing control of their bowels in their haste to run away from its bearer.

The Red Axe of Karak Eight Peaks allows its wielder to re-roll To Hit and To Wound rolls against all models from Warhammer: Orcs & Goblins and/or Skaven. Additionally, the wielder also has the Terror special rule against all models taken from Warhammer: Orcs & Goblins and/or Skaven.

MAGNIFICENT ARMOUR OF BOREK BEETLEBROW Magic Armour

60 points

A pair of massive Giants plundered the lands around Karak Hirn, displaying an all-too understandable thirst for Dwarf-made ale. They ate so many Miners that Karak Hirn's forges grew cold for want of materials to work with. Many attempted to slay the Giants, yet all failed in their task. Desperate, King Olfast promised the Runelord Borek Beetlebrow the pick of his own treasures if the fabled smith would forge something to rid the land of Giants. Who knows what runes were struck upon that gromril suit or what alloys were smelted into its silversteel, yet the armour was proof against the Giants' blows. Borek was victorious, and to the horror of King Olfast, he chose the King's lone daughter – Heldred the Uncommonly Smooth, as his reward, but that's another tale...

The Magnificent Armour of Borek Beetlebrow grants the wearer a 2+ armour save. In addition, the Armour of Borek Beetlebrow grants the bearer a 3+ ward save against all attacks of Strength 6 or higher.

SILVER HORN OF VENGEANCE Enchanted Item

45 points

After the War of Vengeance, Gotrek Starbreaker ordered the Dwarf Runesmiths to melt down the silver helms of the slain foe. Most of this went as wergild to the families of Dwarfs who fell, but a hunting horn, too, was fashioned from that silver – a gift, it is said, for the King of Karak Varn, who lost his brother in the Battle of Three Towers. When winded, the horn sounds a clear note that can be heard for miles. It brings vigour to troops on the same side, but for foes, it foreshadows certain doom. Those few Elves who have heard the Silver Horn of Vengeance and lived claim that they can still hear it echoing deep inside their own minds.

One use only: The Silver Horn of Vengeance can be used at the start of any friendly turn. Its wielder, and any friendly units within 6", has the Devastating Charge special rule until the start of their following turn. Additionally, once used, the blower of the Silver Horn of Vengeance, and any unit he joins, cause Fear in all models from Warhammer: High Elves, Dark Elves and/or Wood Elves for the rest of the game.

FIERY RING OF THORI Enchanted Item

35 points

The Fiery Ring of Thori is set with a dark ruby of great size and splendour. Within its heart flickers a mysterious flame, entrapped there in ages past by a masterful Runesmith. When its runes are activated, they glow with eldritch power, causing a sheet of flame to spring directly in front of its wearer, its blazing fury as red hot as the grudges of the Dwarf who forged the ring so many ages ago.

The Fiery Ring of Thori gives its bearer a Strength 4 Breath Weapon with the Flaming Attacks special rule.

BANNER OF LOST HOLDS Magic Standard

100 points

After the Goblin Wars, and the fall of some of the most fabled Dwarfholds, the High King Kurgan Ironbeard ordered a special banner constructed. Its making was unusual – many Runelords whose holds had been destroyed worked together, even though the master craftsmen typically guard their secrets with jealous fervour. By combining their skills, they constructed the Banner of Lost Holds. Upon it can be seen the marks of Karak Drazh, the symbol of Karak Varn, the ancestral icons of Karak Ungor and a dozen of the lesser Dwarfholds lost through the ages. Kept in Karaz-a-Karak in the High King's Hall, the Banner of Lost Holds is gifted to throngs in times of war so that the flames of vengeance might be rekindled once more into searing hot revenge. The Dwarfs will never forget and never forgive. To fight beneath this storied banner is to recall the fury of so many wrongs done to their race.

All models in a unit that carries the Banner of Lost Holds can re-roll failed To Wound rolls in close combat.

RUNIC ITEMS

Dwarf Runesmiths have mastered the art of capturing the Winds of Magic and binding them into stone or metal. Although no longer as skilled as their forefathers of old, the Dwarfs are still the greatest of all races when it comes to making magic weapons, armour and other enchanted items.

The race of Dwarfs is not magical and has never developed spellcasters the way other races have. This, the Dwarfs affirm, is not by accident or lack of ability, but rather the benefit of good common sense. They believe the first Dwarfs, the Ancestor Gods, saw magic for what it was: a fickle power at best, and at worst, wholly corrupting. It was Grungni who first learned to capture magic with his hammercraft, binding its wayward energies into good solid rock and metal, taming its powers for his own use. Since that time, those known as Runesmiths have learned the art of striking magic runes. All Dwarf language is written in runes, inscriptions specifically designed to be carved in stone or metal, but magic runes, as struck by a Runesmith, are far more potent. They hold the Winds of Magic to an item the way a nail affixes two pieces of timber together, creating items of incredible power.

RUNIC MAGIC

In other Warhammer armies, characters may carry magic items from the *Warhammer* rulebook. This is not the case with Dwarfs, who instead may select Ancestral Heirlooms or runic items. These are effectively magic items tailored to your own requirements by combining abilities. A Dwarf character can carry runic items, and the total points values of those runic items is limited as mentioned in the army list.

It is important to remember that an Ancestral Heirloom or runic item is no different from a magic item, and all the usual rules for magic items still apply. For example, a creature with the Ethereal special rule cannot be hurt by attacks that are not classified as magical – in which case a runic weapon will also be able to affect it. All the rules that apply to the possession and use of magic items also apply to runic items.

CREATING A RUNIC ITEM

Unless otherwise noted, runes can be inscribed onto the following things: weapons, armour, standards, war machines and talismans. Each of these has its own types of runes.

The easiest way to create a runic item is to choose a character from your army – for example a Thane armed with an axe. You will be, in effect, upgrading him to have a magic axe. You can choose which runes you want from the weapon runes detailed in the following section. Each rune has a specific points value; the more powerful the rune, the higher the points cost. When adding runes, you must follow the Rules of the Runes (see right). Once you have chosen the runes you want, write down the Thane's name and each of the runes you have chosen along with his total points cost on your army roster. This way you can refer to it during the game.

Choosing runes

There are many types of rune, all of which bestow a special power or bonus. By combining runes together in different ways, you can create devices of great power. It is up to you to decide how to combine and use the runes.

RULES OF THE RUNES

You may inscribe up to three runes onto an item, which will henceforth be considered magical. Runic magic items are subject to the following restrictions:

- 1) No single item can have more than three runes. It is virtually impossible to forge items able to bear the strain of carrying so much power. Runesmiths call this the **Rule of Three**.
- 2) Weapon runes can only be inscribed on weapons (always hand weapons), armour runes can only be inscribed on gromril armour, banner runes can only be inscribed on standards, engineering runes can only be inscribed on war machines, and talismanic runes can only be inscribed on talismans (of which more later). This is called the **Rule of Form** by Runesmiths.
- 3) No more than one item may carry the same combination of runes. You could not have two runic weapons both engraved with a Rune of Speed and a Rune of Fire, for example, or more than one standard bearing two Runes of Battle. This restriction also applies to the use of single runes, so you could not have two characters in your army wearing armour engraved with only a single Rune of Iron, for example. Creating runic items takes a great deal of effort, and Runesmiths don't like repeating themselves. Nor do they copy other Runesmiths' work, except during their apprenticeship. This is known among Runesmiths as the **Rule of Pride**.
- 4) No master rune may be used more than once per army, and no more than one master rune can be inscribed on an item. Master runes are so powerful that they cannot be combined together on the same item or used together on the same battlefield. For this reason, Runesmiths describe these runes as **Jealous Runes**.
- 5) Apart from the master runes (which can only be used once) other runes can be combined as you wish, to produce varied or cumulative effects. For example, you might inscribe a weapon with a Master Rune of Swiftess (Always Strikes First special rule), the Rune of Striking (+1 Weapon skill) and the Rune of Fury (+1 Attack). With the exception of master runes, most runes can be used in multiples, although whether their effects are simply added together or combine into a new power will be stated within the rune's rules. To reflect this, the points costs for multiples of the same rune do not necessarily increase in a uniform manner. For example, a weapon engraved with one Rune of Cleaving costs 10 points, a weapon with two Runes of Cleaving costs 35 points, whereas a weapon engraved with three Runes of Cleaving costs 65 points.

WEAPON RUNES

Weapon runes are inscribed onto hammers or axes to turn them into runic weapons. If a model is permitted to take a runic weapon, he may choose weapon runes from the following list and apply them to his hand weapon.



Master Rune of Skalf Blackhammer 75 points
Runesmith Skalf forged many hammers of great might, and some maintain the hammer of Sigmar, Ghal Maraz itself, was his work.

A weapon engraved with the Master Rune of Skalf Blackhammer will wound any model not in magic armour on a To Wound roll of 2+, regardless of the target's Toughness. Against models in magic armour, a roll of 3+ is required.



Master Rune of Smiting 60 points
The secret of this rune was preserved in the Rundrokikron, an ancient tome kept in the treasure troves of Karak Kadrin.

A weapon engraved with the Master Rune of Smiting has the Multiple Wounds (D6) special rule.



Master Rune of Alaric the Mad 50 points
No one knows what happened to Alaric the Mad after he forged the famous Runefangs for the Elector Counts of the Empire, though some say he wrought rune weapons for the Khan Queens of Kislev.

Armour saves cannot be taken against Wounds caused by a weapon engraved with the Master Rune of Alaric the Mad.



Master Rune of Breaking 50 points
Runesmiths take particular delight in the sound of the inferior works of other races breaking like icicles beneath a hammerblow.

If a Dwarf with a weapon engraved with the Master Rune of Breaking scores one or more successful hits against a model with a magic weapon, the foe's magic weapon is destroyed on a D6 roll of 2+ (roll once, regardless of the number of successful hits). A foe with a destroyed magic weapon counts as being armed with a hand weapon. If the foe has more than one magic weapon (note that Paired weapons count as one), roll a D6 to randomly determine which one is destroyed.



Master Rune of Dragon Slaying 50 points
With this rune many great wyrms of the ages have been slain.

Against a Dragon or Chaos Dragon, a weapon engraved with the Master Rune of Dragon Slaying will always wound on a To Wound roll of 2+ and has the Multiple Wounds (2) special rule.



Master Rune of Flight 30 points
This rune has been used to surprise the Dwarfs' foes since the world was young.

A weapon engraved with the Master Rune of Flight can be thrown like a throwing weapon with a range of up to 12" which always hits on a roll of 2+. Roll To Wound as if the target had suffered a hit from the weapon in close combat. Any additional runes on the weapon will also take effect. After this, the weapon flies back to the wielder. A weapon with the Master Rune of Flight can also be used in close combat as normal.



Master Rune of Snorri Spangelhelm 25 points
Runesmith to the High King during the time of Kallon Vikramsson, such is the awesomeness of his work that it still brings tears to a Runesmith's eyes.

A weapon engraved with the Master Rune of Snorri Spangelhelm always hits on a To Hit roll of 2+.



Master Rune of Swiftess 25 points
This rune was first struck by Thurgron the Hermit, the last Runesmith to work in the High Elf cities of the Old World.

A weapon engraved with the Master Rune of Swiftess has the Always Strikes First special rule.

RUNIC MIGHT

The earliest of Runesmiths were the most potent at capturing mighty enchantments with their work, for they learned their hammercraft from the Ancestor Gods or the ensuing masters that emerged from those initial teachings. As they do not write down lore and would rather die than pass along secrets to an unworthy successor, each time a Runelord falls in battle, irreplaceable knowledge is lost. Living Runesmiths reckon that fewer than half of the magic runes created are still in use today, as the skills to replicate them are no longer known. Runesmiths constantly search for lost runes. Any Dwarf-made artifact of antiquity is examined, not only to marvel at its expert craftwork, but also to seek for hidden signs. In some cases, runes fade over thousands of years as their magic gradually leaks away, although this does not happen with master-forged items. Many runes are visible only to another Runesmith, who can re-activate their power. But replicating secrets from the golden age is difficult, for it is not enough to copy the rune – the proper ritual must be observed in full. To strike a rune of power a Runesmith must know what chanted verses will imbue the forge fires with sufficient heat, how many times to hammer the molten metals, as well as correct tempering agents. The Master Rune of Swiftess must be slaked in quicksilver and to apply the Master Rune of Gromril requires purest metals and months of non-stop hammering in exact rhythm – missing a single strike can diffuse power. A Runesmith who knows all a ritual save a single element can still spend the rest of his considerable lifespan experimenting hopelessly seeking to complete it. Given time, the best Runesmiths intuitively feel stone and steel, and can eventually work out the correct course of action, be it tempering the red-hot metal in Troll's blood, or a series of sonorous chants between clanging hammer blows.





Rune of Daemon Slaying 25/50/125 points

A potent rune from the days of the Ancestor Gods.
Against any model from *Warhammer: Daemons of Chaos*, a weapon engraved with a Rune of Daemon Slaying receives a +1 bonus To Hit and To Wound.

Against any model from *Warhammer: Daemons of Chaos*, a weapon engraved with two Runes of Daemon Slaying receives a +1 bonus To Hit and To Wound and gains the Multiple Wounds (D3) special rule.

Against any model from *Warhammer: Daemons of Chaos*, a weapon engraved with three Runes of Daemon Slaying hits and wounds on a roll of 2+, has the Multiple Wounds (D3) special rule and no ward saves can be taken against it.



Rune of Fire 10/50/125 points

This rune is struck while the metal is molten hot.
A weapon engraved with a Rune of Fire has the Flaming Attacks special rule.

A weapon engraved with two Runes of Fire has the Flaming Attacks special rule, and grants its wielder a Strength 4 Breath Weapon with the Flaming Attacks special rule.

A weapon engraved with three Runes of Fire has the Flaming Attacks special rule, and grants its wielder a Strength 4 Breath Weapon that has the Flaming Attacks and Multiple Wounds (D3) special rules.



Rune of Fury 25/60/100 points

Bright and angry glow the Runes of Fury.
A weapon engraved with a Rune of Fury grants its wielder +1 Attack.

A weapon engraved with two Runes of Fury grants its wielder +1 Attack and the Frenzy special rule.

A weapon engraved with three Runes of Fury grants its wielder +1 Attack and the Frenzy special rule and, after each successful roll To Hit, it grants its user another Attack; roll To Hit and To Wound as normal. Attacks generated in this way do not generate further Attacks.



Rune of Dismay 20/45/80 points

The uncanny glow of this rune is an awe-inspiring sight, apt to fill foes with dread.
A weapon engraved with a Rune of Dismay grants its wielder the Fear special rule.

A weapon engraved with two Runes of Dismay grants its wielder the Terror special rule.

A weapon engraved with three Runes of Dismay grants its wielder the Terror special rule. In addition, any enemy units that are in base contact with the wielder suffer a -1 penalty to their Leadership.



Rune of Cleaving 10/35/65 points

This rune was first made for mining tools, to allow them to break through rock with ease.
A weapon engraved with a Rune of Cleaving has the Armour Piercing special rule.

A weapon engraved with two Runes of Cleaving has the Armour Piercing special rule, and additionally grants its wielder +1 Strength.

A weapon engraved with three Runes of Cleaving has the Armour Piercing special rule, and additionally grants its wielder +1 Strength and the Killing Blow special rule.



Rune of Might 25/60 points

A Dwarf wielding a weapon bearing Runes of Might can fell a Giant in a flurry of axe blows.
A weapon engraved with a Rune of Might doubles its wielder's Strength against foes of Toughness 5 or higher in close combat.

A weapon engraved with two Runes of Might maintains the previous effect, and grants the Multiple Wounds (D3) special rule against foes of Toughness 5 or higher in close combat. A third Rune of Might has no further effect.



Rune of Striking 10/35/60 points

A weapon with this rune moves to strike the foe's most vulnerable area with an uncanny precision.
A weapon engraved with a Rune of Striking grants its wielder +1 Weapon Skill.

A weapon engraved with two Runes of Striking grants its wielder +1 Weapon Skill and allows its wielder to re-roll failed To Hit rolls in close combat.

A weapon engraved with three Runes of Striking grants its wielder Weapon Skill 10 and allows him to re-roll failed To Hit rolls in close combat.



Grudge Rune 25 points

If an enemy's misdeeds are great, a Dwarf can have this rune struck upon his weapon. Only when his foe is slain will the rune grow dim.
For each Grudge Rune in your army, nominate one enemy character or monster at the beginning of the game. The wielder of a weapon engraved with a Grudge Rune gains +1 To Hit and can re-roll failed To Wound rolls in close combat when attacking the nominated model. Multiples of this rune have no further effect.



Rune of Parrying 25 points

A weapon with this rune moves to block incoming attacks, making its wielder extremely hard to hit.
A weapon engraved with a Rune of Parrying causes all enemy models attempting to attack its wielder in close combat to suffer a -1 penalty on their To Hit rolls. Multiples of this rune have no further effect.



Rune of Speed 5 points

This rune enhances its bearer's awareness and quickness so that he moves more fluidly, taking faster opponents by surprise.
A weapon engraved with a Rune of Speed grants its wielder +1 Initiative. Each Rune of Speed adds +1 Initiative.

ARMOUR RUNES

The runic armour of the Dwarfs is rightfully famed throughout the world. If a model is permitted to take runic armour, he may choose armour runes from the following list and apply them to his gromril armour.



Master Rune of Adamant 100 points
This rune makes its wearer harder than granite and more impervious to damage than steel.

A model wearing armour engraved with the Master Rune of Adamant has Toughness 10. This rune cannot be combined with any other armour runes.



Master Rune of Gromril 30 points
The favoured metal of any Runesmith is gromril, and in its purest form, it holds runes better than any substance in the world.

Armour engraved with the Master Rune of Gromril grants its wearer a 1+ armour save that cannot be improved upon in any way.



Rune of Fortitude 35/50/75 points
It is rumoured that armour bearing this rune eventually becomes sentient, although this is usually denied by Runesmiths.

Armour engraved with a Rune of Fortitude grants its wearer +1 Toughness.

Armour engraved with two Runes of Fortitude grants its wearer +1 Toughness and a 5+ ward save.

Armour engraved with three Runes of Fortitude grants its wearer +1 Toughness and a 5+ ward save and, if the wearer suffers an unsaved Wound from an attack that has Multiple Wounds special rule, roll a D6. On a roll of 2+, he only suffers 1 Wound, regardless of how many Wounds would normally be caused; on a roll of 1, he suffers the full number of Wounds.

The plate-clad Northman swung his cruelly spiked mace with incredible speed. Brogar braced himself, feeling a teeth-rattling jolt of impact as the strike bounced off his armour. He instinctively closed his eyes, yet still registered the flash as the runes on his mail flared brightly. Brogar silently thanked the Ancestor Gods for their protection. He knew his gromril suit had absorbed the blow just as he knew, without needing to check, that the ancient armour of his forefathers would not even be dented.

'By Grungni's Sacred Hammer, is that all you've got?' Brogar grunted, as he hefted his axe overhead and brought it down with all his might. The Northman was too quick and shifted his towering shield to catch the blow. It was done with the deft ease of someone who had performed such a manoeuvre untold times in hundreds of battles. Brogar felt a surge of pride, for no shield would stop his runic axe, the heirloom Dreng Baraz – 'the Promise of Death'. Brogar felt shivers run down his arms as his axebow clove through his foe's shield, split his breastplate, and bit deep into flesh and bone. With a metallic shriek, Brogar tugged Dreng Baraz free from the bloody ruin, letting the corpse crumple to the ground. As the runes on his axe blazed in incandescent fury, Brogar barked out his challenge: 'Alright, who's next?'



Rune of Iron 20/45/70 points
Runesmiths have learned to incorporate this potent rune of protection in multiples, increasing its powers like folded steel.

Armour engraved with a Rune of Iron grants its wearer +1 Wound.

Armour engraved with two Runes of Iron grants its wearer +1 Wound and +1 Toughness.

Armour engraved with three Runes of Iron grants its wearer +1 Wound, +1 Toughness and the Regeneration (5+) special rule.



Rune of Shielding 25 points
This rune was first struck during the War of Vengeance, when entire regiments of Dwarfs would march to battle bearing shields struck with it.

Armour engraved with a Rune of Shielding grants its wearer a 2+ ward save against Wounds caused by shooting attacks and all magic missiles. Multiples of this rune have no further effect.



Rune of Preservation 25 points
When Prince Valkan Firehand was decapitated by a Wight Blade at the Battle of Hunger Wood, a Runesmith created this rune to offer greater protection from such evils in the future.

Armour engraved with a Rune of Preservation grants the wearer a 2+ ward save against the effects of the Killing Blow and Heroic Killing Blow special rules. Multiples of this rune have no further effect.



Rune of Impact 10 points
First designed to enhance drilling apparatus, when struck onto armour, this rune adds thunderous momentum to a Dwarf's charge.

Armour engraved with a Rune of Impact grants its wearer the Impact Hits (1) special rule. Multiples of this rune have no further effect.



Rune of Stone 5 points
Dwarf tradition tells that their race was created from the Father of Mountains – the first rock of the world. So, the Rune of Stone is the first magic rune taught to apprentice Runesmiths.

Armour engraved with a Rune of Stone adds +1 to its wearer's armour save. Multiples of this rune have no further effect. The Rune of Stone is an exception to the Rule of Pride, meaning several characters can wear gromril armour engraved with a single Rune of Stone.

BANNER RUNES

These runes can be inscribed on standards and can offer the entire unit protection or special abilities. If a model is permitted to take a runic standard, he may choose banner runes from the following list.



Master Rune of Groth One-Eye 75 points

Groth One-Eye first struck this rune in the time of Kurgan Ironbeard, when the greenskins were driven from the Badlands and the Dwarfs prospered.

A standard bearing the Master Rune of Groth One-Eye confers the Stubborn special rule to the bearer's unit and all friendly Dwarf units within 12" of the bearer.



Master Rune of Stromni Redbeard 75 points

Stromni Redbeard made this rune in the days of Bael, Lord of Karak Azul. It was carved onto the battle standard of Durgin, son of Grindo, son of Grinnir.

A standard bearing the Master Rune of Stromni Redbeard confers a further +1 bonus to the bearer's unit's combat result score, and the combat result score of all other friendly Dwarf units within 12" of the bearer.



Master Rune of Valaya 65 points

This ancient rune was invented by Valaya herself, the Ancestor Goddess of the Dwarfs and founder of Karaz-a-Karak.

A standard bearing the Master Rune of Valaya confers a +2 bonus upon all attempts to dispel magic by the owning player. Additionally, all Remains in Play spells are immediately dispelled on a D6 roll of 3+ at the start of each friendly Magic phase (roll separately for each Remains in Play spell).



Master Rune of Grungni 60 points

This rune stirs up the Winds of Magic, using their swirling arcane force to protect its bearer and shield nearby Dwarfs against enemy missile fire.

Battle Standard Bearer only. A standard bearing the Master Rune of Grungni confers a 4+ ward save to its bearer. Additionally, it confers a 5+ ward save against Wounds caused by shooting attacks and all magic missiles to any friendly units within 6" of the bearer.



Rune of Battle 35/70/125 points

During the Golden Age, even the lesser strongholds and fortified mines each had a banner with this rune struck on it.

A standard bearing a Rune of Battle confers a further +1 bonus to the bearer's unit's combat result score.

A standard bearing two Runes of Battle confers a further +2 bonus to the bearer's unit's combat result score.

A standard bearing three Runes of Battle confers a further +2 bonus to the bearer's unit's combat result score, and additionally confers the Fight in Extra Ranks special rule to the bearer's unit.



Rune of Slowness 35/50/80 points

This rune creates a physical barrier by drawing upon the intractable nature of the Dwarfs surrounding it.

Any foes charging a unit including a standard bearing a Rune of Slowness subtract D6" from their charge distance (roll after their charge distance has been determined). If the enemy fails to make contact, all the rules for failed charges apply.

A second Rune of Slowness means a foe rolls 2D6 and must choose the highest dice when subtracting from his charge distance.

A third Rune of Slowness maintains the previous effects and, should a foe contact the bearing unit, they have the Always Strikes Last special rule in the first round of combat.



Rune of Sanctuary 15/30/45 points

This rune magnifies the natural anti-magic aura that already resides inside each Dwarf.

A standard bearing a Rune of Sanctuary confers the Magic Resistance (1) special rule to the bearer's unit.

A standard bearing two Runes of Sanctuary confers the Magic Resistance (2) special rule to the bearer's unit.

A standard bearing three Runes of Sanctuary confers the Magic Resistance (3) special rule to the bearer's unit.



Rune of Stoicism 35 points

This rune reminds every Dwarf that, though their numbers are diminished, each one of them carries the legacy of his ancestors, and thus is never alone.

A standard bearing the Rune of Stoicism confers the Stubborn special rule to the bearer's unit.



Strollaz' Rune 35 points

This rune boosts the already tireless nature of the Dwarfs, allowing troops bearing it to march for days and nights on end. Many times Dwarfs have used this relentless ability to force march into position far more quickly than any foe deemed possible.

A standard bearing Strollaz' Rune confers the Vanguard deployment special rule to the bearer's unit.



Rune of Courage 20 points

A banner with this rune resonates with loyalty, bolstering the resolve of the Dwarfs who bear it.

A standard bearing the Rune of Courage confers the Immune to Psychology special rule to the bearer's unit.



Ancestor Rune 20 points

In adversity, Dwarfs look to the runes of the Ancestors and remember the duty that is now their own to bear.

One use only. Multiples of this rune have no further effect. A standard bearing this rune allows the bearer's unit to take a Break test on a single D6. Once used, the rune is expended.

TALISMANIC RUNES

Talismanic runes can be inscribed upon amulets, belts, crowns, helms and other ornamental pieces, although they are most often found on rings. Every character is assumed to have the relevant item in his possession.



Master Rune of Balance 50 points
Forged in the embers of a captured book of spells, this rune hungers after the Winds of Magic.

Runesmiths/Runelords only. During the enemy's Magic phase, this rune allows the owning player to roll a D6; on a roll of 4+, he can remove one power dice from his opponent's pool and add it to his own dispel pool.



Master Rune of Spite 25 points
Created to help guard stronghold gates, this rune has since been used on many other devices.

Every time a model with the Master Rune of Spite suffers an unsaved Wound in close combat, the model that inflicted it suffers a Strength 5 hit.



Master Rune of Passage 10 points
This rune causes rocks, vegetation, snow and mud to become easily passable.

A model with the Master Rune of Passage, and any unit he joins, automatically pass any Dangerous Terrain tests.



Rune of Warding 15/35/45 points
Striking three Runes of Warding correctly is a difficult task, even for experienced Runesmiths.

A model with a Rune of Warding has a 6+ ward save.

A model with two Runes of Warding has a 5+ ward save.

A model with three Runes of Warding has a 4+ ward save.



Rune of Spellbreaking 25/45 points
It is said that Grungni and Valaya worked together to form this potent rune.

Runesmiths/Runelords only. One use only. When a spell has been cast, a Runesmith or Runelord can use this rune to dispel it automatically, without the need to roll dispel dice. This rune cannot stop a spell cast with irresistible force, and cannot be used to dispel Remains in Play spells other than at the moment they are cast.

A second Rune of Spellbreaking maintains the previous effect and, after the spell is dispelled, roll a D6; on a 4+, the enemy spell is lost to the Wizard casting it and cannot be cast by him for the rest of the game. A third Rune of Spellbreaking has no further effect.



Rune of Luck 15 points
The Runesmith who first struck this rune acquired a fortune in gold through his gambling.

One use only. A model with a Rune of Luck can re-roll a single To Hit roll, To Wound roll, armour save, ward save or characteristic test during the game. Multiples of this rune have no further effect.



Rune of the Furnace 5 points
First designed to aid Dwarfs working hot forges, this rune has been adapted for use in battle.

A model with the Rune of the Furnace has a 2+ ward save against all Wounds with the Flaming Attacks special rule.





ENGINEERING RUNES



Dwarf war machines can be inscribed with engineering runes. Note that a shot from a war machine with an engineering rune is a magical attack.



Master Rune of Immolation 30 points

Devised to keep their prized war machines from falling into enemy hands, it is only invoked in desperate circumstances.

One use only. A Dwarf player can cause a war machine engraved with the Master Rune of Immolation to explode at the end of any round of combat before determining the combat results. Both the war machine and all its remaining crew are instantly removed from play, and each enemy unit in combat with the war machine suffers 2D6 magical Strength 4 hits with the Flaming Attacks special rule, allocated as for shooting. Any surviving enemy units who charged that turn may make an overrun move as normal. This rune will also be triggered automatically when the war machine loses its last Wound in close combat.



Master Rune of Disguise 25 points

This rune magically distorts the immediate area around the war machine, rendering it almost invisible from any distance.

A war machine engraved with the Master Rune of Disguise always counts as being in hard cover.



Rune of Penetrating 40/50 points

These runes infuse their war machines with extra piercing ability.

A war machine engraved with a Rune of Penetration increases the Strength of its shots by 1, to a maximum of 10.

A war machine engraved with two Runes of Penetration increases the Strength of its shots by 1, to a maximum of 10, and allows the user to re-roll a single failed To Wound roll during the course of the battle. A third Rune of Penetration has no further effect.

Note that in the case of a Grudge Thrower, this bonus increases the Strength of both Strength values in its profile.



Stalwart Rune 15/30 points

A war machine with this rune makes its crew unbearably proud – they will fight with great boldness to defend their beloved engine of war.

A war machine engraved with a Stalwart Rune confers a +1 bonus to its crew's combat result score.

A war machine engraved with two Stalwart Runes confers a +1 bonus to its crew's combat result score, and its crew also gain the Unbreakable special rule. A third Stalwart Rune has no further effect.



Rune of Accuracy 25 points

The Winds of Magic aid missiles when fired from a war machine bearing a Rune of Accuracy.

A war machine with engraved with a Rune of Accuracy has a +1 bonus To Hit. If it does not use Ballistic Skill To Hit, it can instead re-roll the scatter dice. If the scatter dice is re-rolled, you must accept the result of the second roll. Multiples of this rune have no further effect.



Rune of Forging 25 points

This rune ensures the war machine is free from imperfections and therefore deadly accurate.

A war machine engraved with a Rune of Forging can re-roll the artillery dice whenever a misfire result is rolled; however, you must accept the result of the second roll. Multiples of this rune have no further effect.



Flakkson's Rune of Seeking 15 points

This rune was first invented to shoot down Dragon riders during the War of Vengeance.

Bolt Throwers only. A war machine engraved with Flakkson's Rune of Seeking gains +1 To Hit against any units with the Fly special rule. Multiples of this rune have no further effect.



Rune of Burning 5 points

Shot fired by a war machine with this rune will burst into flames when it strikes its target.

All shooting attacks from a war machine engraved with a Rune of Burning have the Flaming Attacks special rule. Multiples of this rune have no further effect.

VENERATION OF CRAFT

All Dwarfs have great pride in their craft, stoically taking immense pleasure in well-constructed things that are built to last. By contrast, the Dwarf word for 'shoddiness' can also translate as man-made – a damning criticism of the short-sighted human propensity to craft ephemeral items. To Dwarfs, the preservation and continuing use of a device is a form of respect and veneration for its creator. Thus, marvelling at the awe-inspiring craft that carved the magnificent pillars within a Dwarfhold can be likened to a form of worship. After all, by doing so, they are paying tribute to the Ancestor Gods who first gave rise to the race of Dwarfs. Works from the days when Grungni, Grimmer, Valaya and the lesser pantheon walked amongst their people are treasured beyond all other riches, but precious few remain, and more rare still are those items directly associated with the Ancestor Gods themselves. Dwarfs will travel thousands of miles to visit a destination where such things reside – such as the Shrine of Grimmer at Karak Kadrin, or the Stone of Grungni standing along the Silver Road. Dwarfs, Runesmiths in particular, still seek to locate the missing items of their legends, such as the famous Hammer of Grungni, or the rune-covered Dolmens of the Gods – the fabled portals from which the Ancestor Gods first stepped from out of the living mountains and, it is said, from which they will one day return.

LORDS

LORD

145 points

Lord

M WS BS S T W I A Ld
3 7 4 4 5 3 4 4 10

Troop Type
Infantry (Character)

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May be armed with one of the following:
 - Great weapon6 points
 - Dwarf crossbow12 points
 - Dwarf handgun12 points
- May take a Dwarf pistol6 points
- May take a shield3 points
- May be mounted on one of the following:
 - Oath Stone25 points
 - Shieldbearers40 points
- May take a combination of Ancestral Heirlooms and runic weapons, armour and talismans up to a total of125 points



RUNELORD

120 points

Runelord

M WS BS S T W I A Ld
3 6 4 4 5 3 3 2 9

Troop Type
Infantry (Character)

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Armour Piercing
- Forgefire
- Magic Resistance (2)
- Relentless
- Resolute
- Rune Lore
- Shieldwall

Options:

- May take a great weapon6 points
- May take a shield3 points
- May be mounted on an Anvil of Doom170 points
- May take a combination of Ancestral Heirlooms and runic weapons, armour and talismans up to a total of150 points



DAEMON SLAYER

140 points

Daemon Slayer

M WS BS S T W I A Ld
3 7 3 4 5 3 5 4 10

Troop Type
Infantry (Character)

Equipment:

- Array of axes

Special Rules:

- Ancestral Grudge
- Daemon Slayer
- Dragon Slayer
- Deathblow
- Relentless
- Resolute
- Slayer
- Slayer Axes
- Slayer Cult
- Unbreakable

Options:

- May take a runic weapon worth up to100 points

HEROES

JOSEF BUGMAN

Josef Bugman

M WS BS S T W I A Ld
3 6 5 5 5 2 4 4 10

Troop Type

Infantry (Special Character)

165 points

Equipment:

- Gromril armour
- Dwarf crossbow
- Shield

Magic Items:

- Ol' Trustworthy
- Bugman's Tankard

Special Rules:

- Ancestral Grudge
- Bugman's Rangers
- Liquid Fortification
- Relentless
- Resolute
- Scouts
- Stout Courage

Options:

- You may upgrade one unit of Rangers in your army to be Bugman's Rangers. Bugman's Rangers have Weapon Skill 5, Ballistic Skill 4 and Strength 4 (see page 57) 3 points per model



GRIMM BURLOKSSON

Grimm Burloksson

M WS BS S T W I A Ld
3 4 5 6 4 2 2 2 9

Troop Type

Infantry (Special Character)

165 points

Equipment:

- Cog Axe
- Grudge-raker
- Gromril armour
- Brace of Dwarf pistols

Special Rules:

- Ancestral Grudge
- Entrenchment
- Master of Accuracy
- Relentless
- Resolute
- "Stand Back Sir!"



THANE

Thane

M WS BS S T W I A Ld
3 6 4 4 5 2 3 3 10

Troop Type

Infantry (Character)

65 points

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May be armed with one of the following:
 - Great weapon 6 points
 - Dwarf crossbow 12 points
 - Dwarf handgun 12 points
- May take a Dwarf pistol 6 points
- May take a shield 3 points
- May be mounted on an Oath Stone 25 points
- May take a combination of Ancestral Heirlooms and runic weapons, armour and talismans up to a total of 75 points

BATTLE STANDARD BEARER

One Thane in your army may carry the battle standard for +25 points.

The Battle Standard Bearer can have a runic standard (no points limit). A model that carries a runic standard can have no other runic items or Ancestral Heirlooms.

HEROES

RUNESMITH

60 points

Runesmith

M WS BS S T W I A Ld
3 5 4 4 4 2 2 2 9

Troop Type
Infantry (Character)

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Armour Piercing
- Forgefire
- Magic Resistance (1)
- Relentless
- Resolute
- Rune Lore
- Shieldwall

Options:

- May take a great weapon 6 points
- May take a shield 3 points
- May take a combination of Ancestral Heirlooms and runic weapons, armour and talismans up to a total of 75 points

MASTER ENGINEER

70 points

Master Engineer

M WS BS S T W I A Ld
3 4 4 4 4 2 2 2 9

Troop Type
Infantry (Character)

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Artillery Master
- Entrenchment
- Relentless
- Resolute
- "Stand Back Sir!"

Options:

- May be armed with one of the following:
 - Dwarf pistol 6 points
 - Brace of Dwarf pistols 10 points
- May take a great weapon 6 points
- May take a Dwarf handgun 12 points
- May take runic weapons, armour and talismans up to a total of 50 points

DRAGON SLAYER

70 points

Dragon Slayer

M WS BS S T W I A Ld
3 6 3 4 5 2 4 3 10

Troop Type
Infantry (Character)

Equipment:

- Array of axes

Special Rules:

- Ancestral Grudge
- Deathblow
- Dragon Slayer
- Relentless
- Resolute
- Slayer
- Slayer Axes
- Slayer Cult
- Unbreakable

Options:

- May take a runic weapon worth up to 75 points



CORE UNITS

DWARF WARRIORS

Dwarf Warrior
Veteran

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9
3	4	3	3	4	1	2	2	9

Troop Type
Infantry
Infantry

8 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May upgrade one Dwarf Warrior to a Veteran10 points
- May upgrade one Dwarf Warrior to a musician10 points
- May upgrade one Dwarf Warrior to a standard bearer10 points
- The entire unit may take shields1 point per model
- The entire unit may take great weapons.2 points per model

QUARRELLERS

Quarreller
Veteran

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9
3	4	3	3	4	1	2	2	9

Troop Type
Infantry
Infantry

12 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Dwarf crossbow
- Heavy armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May upgrade one Quarreller to a Veteran10 points
- May upgrade one Quarreller to a musician10 points
- May upgrade one Quarreller to a standard bearer10 points
- The entire unit may take shields1 point per model
- The entire unit may take great weapons.2 points per model

THUNDERERS

Thunderer
Veteran

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9
3	4	3	3	4	1	2	2	9

Troop Type
Infantry
Infantry

12 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Dwarf handgun
- Heavy armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May upgrade one Thunderer to a Veteran.10 points
- Veteran may replace his Dwarf handgun with a brace of Dwarf pistols.free
- May upgrade one Thunderer to a musician10 points
- May upgrade one Thunderer to a standard bearer10 points
- The entire unit may take shields1 point per model

LOBGBEARDS

Longbeard
Old Guard

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	1	2	1	9
3	5	3	4	4	1	2	2	9

Troop Type
Infantry
Infantry

12 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Ancestral Grudge
- Immune to Psychology
- Old Grumblers
- Relentless
- Resolute
- Shieldwall

Options:

- May upgrade one Longbeard to an Old Guard10 points
- May upgrade one Longbeard to a musician10 points
- May upgrade one Longbeard to a standard bearer10 points
- May take a runic standard worth up to50 points
- The entire unit may take shields1 point per model
- The entire unit may take great weapons.2 points per model

SPECIAL UNITS

HAMMERERS

14 points per model

Hammerer
Keeper of the Gate

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	1	2	2	9
3	5	3	4	4	1	2	3	9

Troop Type
Infantry
Infantry

Unit Size: 10+

Equipment:

- Hand weapon
- Great weapon
- Heavy armour

Special Rules:

- Ancestral Grudge
- Kingsguard
- Relentless
- Resolute
- Shieldwall
- Stubborn

Options:

- May upgrade one Hammerer to a Keeper of the Gate10 points
 - Keeper of the Gate may take a runic weapon worth up to25 points
- May upgrade one Hammerer to a musician10 points
- May upgrade one Hammerer to a standard bearer10 points
 - May take a runic standard worth up to75 points
- The entire unit may take shields1 point per model

IRONBREAKERS

14 points per model

Ironbreaker
Ironbeard

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	1	2	1	10
3	5	3	4	4	1	2	2	10

Troop Type
Infantry
Infantry

Unit Size: 10+

Equipment:

- Hand weapon
- Shield
- Gromril armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall of Gromril

Options:

- May upgrade one Ironbreaker to an Ironbeard10 points
 - Ironbeard may replace shield with a brace of drakefire pistolsfree
 - Ironbeard may take cinderblast bombs15 points
- May upgrade one Ironbreaker to a musician10 points
- May upgrade one Ironbreaker to a standard bearer10 points
 - May take a runic standard worth up to50 points

MINERS

10 points per model

Miner
Prospector

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9
3	4	3	3	4	1	2	2	9

Troop Type
Infantry
Infantry

Unit Size: 10+

Equipment:

- Hand weapon
- Great weapon
- Heavy armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Underground
- Advance

Options:

- May upgrade one Miner to a Prospector10 points
 - Prospector may replace his great weapon with a steam drill25 points
- May upgrade one Miner to a musician10 points
- May upgrade one Miner to a standard bearer10 points
- The entire unit may take blasting charges2 points per model

SLAYERS

12 points per model

Slayer
Giant Slayer

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	10
3	5	3	4	4	1	3	2	10

Troop Type
Infantry
Infantry

Unit Size: 5+

Equipment:

- Array of axes

Special Rules:

- Ancestral Grudge
- Deathblow
- Relentless
- Resolute
- Slayer
- Slayer Axes
- Slayer Cult
- Unbreakable

Options:

- May upgrade any number of Slayers to Giant Slayers12 points per model
 - Giant Slayers may take a runic weapon worth up to25 points
- May upgrade one Slayer to a musician10 points
- May upgrade one Slayer to a standard bearer10 points
 - May take a runic standard worth up to50 points

SPECIAL UNITS

CANNON

120 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Cannon	-	-	-	-	7	3	-	-	-	War Machine (Cannon)
Dwarf Crew	3	4	3	3	4	1	2	1	9	-

Unit Size: 1

Crew:
3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules:

- Ancestral Grudge
- Stubborn

Options:

- May take engineering runes worth up to .100 points

GYROCOPTER

80 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Gyrocopter	1	4	3	4	5	3	2	2	9	Unique

Unit Size: 1

Equipment:
• Hand weapon
• Steam gun

Special Rules:

- Ancestral Grudge
- Armoured Copter
- Dive Bomb
- Fly
- Relentless

Options:

- May exchange steam gun for a brimstone gun free
- Up to half the Gyrocopters in your army (rounding up) may be upgraded to have the Vanguard deployment special rule. 20 points per model

A Dwarf army may include up to 6 Gyrocopters and up to 12 in a grand army.

BOLT THROWER

55 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Bolt Thrower	-	-	-	-	7	3	-	-	-	War Machine (Bolt Thrower)
Dwarf Crew	3	4	3	3	4	1	2	1	9	-

Unit Size: 1

Crew:
3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules:

- Ancestral Grudge
- Stubborn

Options:

- May take engineering runes worth up to .100 points

GRUDGE THROWER

80 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Grudge Thrower	-	-	-	-	7	3	-	-	-	War Machine (Stone Thrower)
Dwarf Crew	3	4	3	3	4	1	2	1	9	-

Unit Size: 1

Crew:
3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules:

- Ancestral Grudge
- Stubborn

Options:

- May take engineering runes worth up to .100 points

RARE UNITS

ORGAN GUN

120 points

Organ Gun
Dwarf Crew

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	7	3	-	-	-
3	4	3	3	4	1	2	1	9

Troop Type
War Machine

Unit Size: 1

Special Rules:

Options:

- Ancestral Grudge
- Organ Fire
- Stubborn

- May take engineering runes worth up to50 points

Crew:

3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour



FLAME CANNON

140 points

Flame Cannon
Dwarf Crew

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	7	3	-	-	-
3	4	3	3	4	1	2	1	9

Troop Type
War Machine (Fire Thrower)

Unit Size: 1

Special Rules:

Options:

- Ancestral Grudge
- Sheet of Fire
- Stubborn

- May take engineering runes worth up to50 points

Crew:

3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour



RANGERS

14 points per model

Ranger
Ol' Deadeye

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9
3	4	4	3	4	1	2	1	9

Troop Type
Infantry
Infantry

Unit Size: 5+

Special Rules:

Options:

- Ancestral Grudge
- Relentless
- Resolute
- Scouts

- May upgrade one Ranger to an Ol' Deadeye10 points
- May upgrade one Ranger to a musician10 points
- May upgrade one Ranger to a standard bearer10 points
- The entire unit may take shields1 point per model

Equipment:

- Hand weapon
- Great weapon
- Throwing axe
- Dwarf crossbow
- Heavy armour

RARE UNITS

IRONDRAKES

15 points per model

Iron Drake
Ironwarden

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	1	2	1	10
3	5	4	4	4	1	2	1	10

Troop Type
Infantry
Infantry

Unit Size: 10+

Equipment:

- Hand weapon
- Drakegun
- Forge-proven gromril armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute

Options:

- May upgrade one Iron Drake to an Ironwarden10 points
 - Ironwarden may take cinderblast bombs15 points
 - Ironwarden may replace drakegun with one of the following:
 - Brace of drakefire pistolsfree
 - Trollhammer torpedo20 points
- May upgrade one Iron Drake to a musician10 points
- May upgrade one Iron Drake to a standard bearer10 points
 - May take a runic standard worth up to50 points

GYROBOMBER

125 points

Gyroblomber

M	WS	BS	S	T	W	I	A	Ld
1	4	3	4	5	3	2	2	9

Troop Type
Unique

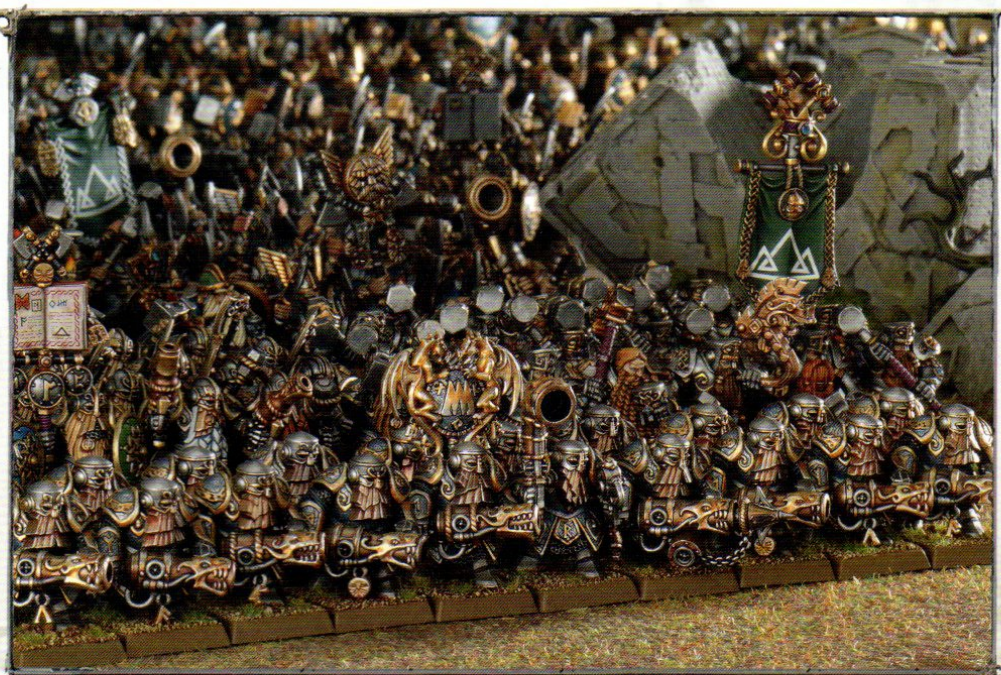
Unit Size: 1

Equipment:

- Hand weapon
- Clattergun

Special Rules:

- Ancestral Grudge
- Armoured Copter
- Bombing Run
- Fly
- Relentless



SUMMARY

LORDS

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Belegar Ironhammer	3	8	4	4	5	3	4	4	10	In(SC)	55
Daemon Slayer	3	7	3	4	5	3	5	4	10	In	45
Lord	3	7	4	4	5	3	4	4	10	In	34
- Shieldbearers	3	5	3	4	-	-	3	2	-	-	33
Runelord	3	6	4	4	5	3	3	2	9	In	36
Thorek Ironbrow	3	6	4	4	5	5	3	2	10	WM(SC)	54
- Anvil Guards	3	5	3	4	-	-	2	2	-	-	37
Thorgrim Grudgebearer	3	7	6	4	5	7	4	4	10	In(SC)	52
- Thronebearers	3	5	3	4	-	-	3	4	-	-	52
Ungrim Ironfist	3	9	4	4	6	3	5	4	10	In(SC)	53

HEROES

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Dragon Slayer	3	6	3	4	5	2	4	3	10	In	45
Grimm Burloksson	3	4	5	6	4	2	2	2	9	In(SC)	56
Josef Bugman	3	6	5	5	5	2	4	4	10	In(SC)	57
Master Engineer	3	4	4	4	4	2	2	2	9	In	35
Runesmith	3	5	4	4	4	2	2	2	9	In	36
Thane	3	6	4	4	5	2	3	3	10	In	34

CORE UNITS

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Dwarf Warrior	3	4	3	3	4	1	2	1	9	In	38
- Veteran	3	4	3	3	4	1	2	2	9	In	
Longbeard	3	5	3	4	4	1	2	1	9	In	40
- Old Guard	3	5	3	4	4	1	2	2	9	In	
Quarreller	3	4	3	3	4	1	2	1	9	In	39
- Veteran	3	4	3	3	4	1	2	2	9	In	
Thunderer	3	4	3	3	4	1	2	1	9	In	39
- Veteran	3	4	3	3	4	1	2	2	9	In	

SPECIAL UNITS

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Bolt Thrower	-	-	-	-	7	3	-	-	-	WM	49
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Cannon	-	-	-	-	7	3	-	-	-	WM	48
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Grudge Thrower	-	-	-	-	7	3	-	-	-	WM	48
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Gyrocopter	1	4	3	4	5	3	2	2	9	Un	50
Hammerer	3	5	3	4	4	1	2	2	9	In	41
- Keeper of the Gate	3	5	3	4	4	1	2	3	9	In	
Ironbreaker	3	5	3	4	4	1	2	1	10	In	42
- Ironbeard	3	5	3	4	4	1	2	2	10	In	
Miner	3	4	3	3	4	1	2	1	9	In	46
- Prospector	3	4	3	3	4	1	2	2	9	In	
Slayer	3	4	3	3	4	1	2	1	10	In	44
- Giant Slayer	3	5	3	4	4	1	3	2	10	In	

RARE UNITS

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Flame Cannon	-	-	-	-	7	3	-	-	-	WM	49
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Gyrobomber	1	4	3	4	5	3	2	2	9	Un	51
Iron Drake	3	5	3	4	4	1	2	1	10	In	43
- Ironwarden	3	5	4	4	4	1	2	1	10	In	
Organ Gun	-	-	-	-	7	3	-	-	-	WM	49
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Ranger	3	4	3	3	4	1	2	1	9	In	47
- Ol' Deadeye	3	4	4	3	4	1	2	1	9	In	

Troop Type Key: In=Infantry, WB=War Beast, Ca=Cavalry, MI=Monstrous Infantry, MB=Monstrous Beast, MC=Monstrous Cavalry, SC=Special Character, Mo=Monster, Ch=Chariot, Sw=Swarms, Un=Unique, WM=War Machine.





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