

SCENARIO I - THE BATTLE OF GRUDGE PASS  
Dwarf Player's Battle Scroll

# KRUDD'S DWARF REBELS

The rebel Dwarf force consists of 1,500 points, chosen from the army list in the Warhammer Armies Dwarf book. The choice of troops is limited to those listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this is indicated below.

## CHARACTERS

### Krudd Mad-Mattock

The rebel Dwarfs are led by Krudd Mad-Mattock himself, who counts as the army's General.

### 0-1 Battle Standard Bearer

The Battle Standard Bearer represents a Dwarf Champion bearing the rebel banner proclaiming the revolution in Dwarf runes. The flag should perhaps be blood red! The banner may bear runes up to a value of 50 points.

*Note that none of the Dwarf units are permitted to carry a magic standard during this battle.*

### Champion

You may choose one Champion for each unit in your army, armed and equipped in the same way as the rest of the unit. Champions may have 1 runic item up to a value of 25 points.

## REGIMENTS

### Dwarf Miners

Your army may include any number of units of Miners. Although the Dwarf army list usually limits your choice to one unit of Miners, Krudd's rebel army may have any number of such units, reflecting the numerous Dwarf miners at work in the region.

### Dwarf Warriors

Your army may include any number of units of Warriors.

### 0-1 Unit of Long Beards

Your army may include one unit of Long Beards.

### 0-1 Unit of Iron Breakers

Your army may include one unit of Iron Breakers.

### 0-1 Unit of Thunderers

Your army may include one unit of Thunderers.

## • SPECIAL RULES •

### HATE ELVES

All the Dwarf rebels have utter contempt for the Elves and any Dwarfs who deal with them. The rebels are therefore subject to Hatred of Elves, as described in the Warhammer rulebook.

### DRUNKEN DWARFS

All of the rebel Dwarfs are totally drunk. This actually makes them brave to the point of utter recklessness. Consequently, they are all immune to panic. Another effect of the drunkenness is that the Dwarf units shamle forwards as undisciplined mobs, stopping occasionally to throw up. At the start of each Dwarf turn, after declaring charges but before any other action, roll one dice for each Dwarf unit and consult the Drunken Behaviour chart. If they blunder into the enemy they are assumed to be charging them, even though a charge was not declared. Thunderers who stagger forward will have spoilt their opportunity to shoot by moving. After the Dwarfs have moved under the influence of alcohol, they may then move as normal assuming that they have not stopped to puke.

### Dice roll      Drunken Behaviour

- |     |  |
|-----|--|
| 1   | The Dwarf unit does not move at all this turn. Instead the Dwarfs stop to puke, lie down or hold their heads in their hands muttering, 'I must keep off the Bugmans before a battle.'<br>This does not stop them shooting or fighting, but they suffer -1 to hit until their next Drunken Behaviour roll.                    |
| 2-3 | The Dwarfs don't do anything odd or daft this turn. They can move as normal.   |
| 4-6 | Eager to get to grips with the foe, the Dwarfs stagger forward 1" towards the enemy in a drunken rage, chanting and shouting insults.<br>Add 1 more inch for each extra rank in the unit (up to a maximum of 4") to represent the Dwarfs at the back pushing the others forward. This move is made before their normal move. |





Dwarf Thunderer

## VICTORY GAINS

If Krudd wins the battle, he can take over the mines and put them to work in the service of his kinsman, Drong. This will allow Drong to build up a contingent of war machines ready for the Battle of Krag Bryn. The mines will supply the metal for their construction and coal for the steam engines. Victory permits you to include war machines in your army in the final battle. Defeat restricts you to just one war machine in your army.

## TACTICAL HINTS

### Your army is a Rabble!

The rebel Dwarf army is more or less a mob and will behave like one. The choice of units is very limited and there is little opportunity for clever tactics.

### Stand by your Leader

The Dwarfs should defend their leader, Krudd, because the Elves are out to get him! He should stick with the biggest and best Dwarf unit. Don't leave him vulnerable or out in the open.

### The Enemy Battle line is Brittle

Try to smash through the Elven battle line. If the Elves don't win a sudden death victory, then the Dwarfs should win on victory points if they fight well.

### Safety in Numbers

Survive! The Elves will try to shoot as many Dwarfs as possible and will gang up on Dwarf units in close combat. They will also try to gain victory points by wiping out the smallest Dwarf units, so pick a few big units and benefit from the rank bonus.

## KRUDD MAD-MATTOCK

### General of the Rebel

Dwarf Army . . . . . 134 points

Krudd is a kinsman of Drong and a notorious rabble-rouser. Now he has seized his chance to lead a revolution against Queen Helgar and Elf colonialism. Krudd thinks that the mines should be taken over by Drong because he stands for traditional Dwarf values. He is proud and courageous, and wields a gigantic mattock.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Krudd	3	6	5	4	5	2	4	3	10

**EQUIPMENT:** Hand weapon, double-handed mattock, heavy armour.

**SAVE:** Heavy armour: 5+

## RUNIC ITEMS

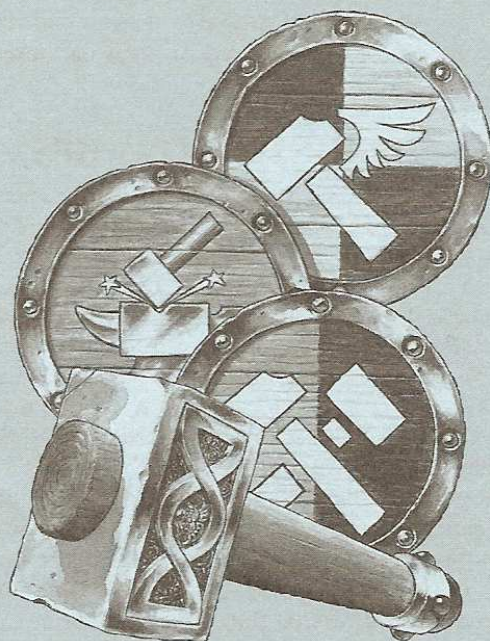
### KRUDD'S MATTOCK

Krudd wields his big mattock with both hands, so it counts as a double-handed weapon like a miner's pick. The mattock is inscribed with the Master Rune of Swiftness, so it will always strike first in hand-to-hand combat.

## SPECIAL RULES

### KRUDD'S PRIDE

Krudd is proud and arrogant, and eager to prove himself a worthy leader of the rebellion. He knows he must encourage the other rebels by his example. This, plus drunkenness, has made him foolhardy and boastful and so he will always accept a challenge.





# THE RUNESMITH'S RETINUE

The Runesmith's Retinue consists of 1,000 points chosen from the army list in the Warhammer Armies Dwarfs book. The choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

## CHARACTERS

### Grung Grudge-Bringer, Master Runesmith

Grung leads his own retinue himself and so counts as the army's General.

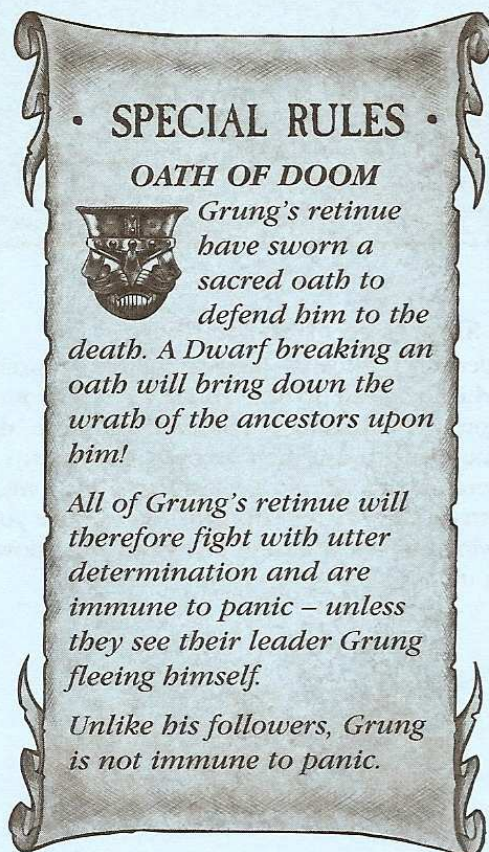
### 0-1 Standard Bearer

The Battle Standard Bearer represents a trusted retainer of Grung, and he bears the Runesmith's personal banner. He may be equipped as any of the troops listed below. The banner may bear runes up to a value of 75 points.

*Note that none of the Dwarf units are permitted to carry a magic standard during this battle.*

### Champion

You may choose one Champion for each unit in the retinue, armed and equipped like the rest of the unit. Any Champion may have a runic item up to a value of 25 points.



## REGIMENT

### 0-1 Unit of Long Beards

These veteran warriors escaped with Grung from their original home in Kazak Gor after it was sacked by Dark Elves. They blame all Elves for this, failing to distinguish the good from the bad.

### 0-1 Unit of Hammerers

These are some of Drong's own bodyguard which he has lent to Grung for his protection. Their task is to escort and protect the Runesmith at all times.

### 0-1 Unit of Crossbowmen

Another contingent lent to Grung by the devious Drong.

### 0-1 Unit of Slayers

These are Dwarf Slayers who have chosen to serve and protect Grung as a worthy atonement for their defeat at Kazak Gor – and because Grung always causes trouble.



## VICTORY GAINS

If the Dwarfs win the battle, Grung the Runesmith will join Drong's army. The Dwarf player will thus be able to choose Grung for the final battle. Grung is the only Runesmith for a thousand miles around, so if Grung is denied to Drong's army, the Dwarf player cannot include such a powerful figure in his army in the final battle. In other words, it's Grung or nobody!

Whether or not he chooses Grung for the final battle, the fact that Grung is safe at Kazak Thrund and forging runes for Drong, means that the Dwarf player has a free choice of runic items from the Dwarf army list in the final battle (within the limits imposed by the list, and the list for the final scenario). Who knows what items Grung might have found up on the Dwarf High Road?

If the Dwarfs lose this battle, the Dwarf player can spend no more than 150 points on runic items or magic items for his entire army in the final battle. (That is in addition to any carried by named special campaign characters.) This represents the limited stash of runic ancestral heirlooms which Drong or his followers have already got.



## GRUNG GRUDGE-BRINGER

### General of Grung's

**Retinue . . . . . 212 points**

Grung is a rather rotund and haggard old Runesmith, burdened with the weight of a hefty grudge. He is known as the Grudge-Bringer because he hates Elves and tries to infect everyone he meets with the same loathing.

He hates Elves because they attacked his home stronghold and ransacked it. Since that time Grung has been a fugitive and a refugee, seeking sanctuary at the courts of any Dwarf lords willing to shelter him. Wherever he goes, he tells a tale of spite against the Elves. Actually, it was a raiding force of Dark Elves who sacked Grung's stronghold, but Grung doesn't distinguish between good and bad Elves; they're all the same to him, treacherous and despicable!

PROFILE	M	WS	BS	S	T	W	I	A	LD
Grung	3	7	5	4	6	3	4	3	10

**EQUIPMENT:** Hammer

**SAVE:** None

### MAGIC ITEM

#### FIERY RING OF THORI

The Ring of Thori may be used only once during the battle. It may be used at any time in the Dwarf player's turn, as long as there are no enemy within 6". The ring creates a barrier of flame a distance of 6" in front of Grung and the unit he accompanies, extending for the length of the unit. The flame lasts until the start of the Dwarf player's following turn. The barrier cannot be cast onto enemy models. Only enemy immune to the effect of flame can cross the barrier without suffering harm. All other models cannot cross the barrier, so if they move next to it they must come to a halt.



Dwarf Runesmith

This even includes the Eagles, who will not risk getting their feathers singed by leaping flames as they descend to fight at Dwarf height.

For shooting purposes, the barrier is considered to be a man-high unit which blocks sight across it. Note that the barrier does not extend round the flanks or rear of Grung's unit, only to its front.

### SPECIAL RULES

#### HATES ELVES

Grung is subject to Hatred against Elves, as described in the Warhammer rulebook.

### TACTICAL HINTS

#### Guard the Runesmith

The Runesmith's retinue should be capable of doing their task well. This is to protect their master. Grung is perhaps best protected by placing him in a big, powerful unit. This will make it hard for the Elves to rout or slay him.

#### Fortune Favours the Big Battalions

The Elves will try to gain enough victory points to win the battle without slaying or routing Grung. You can thwart this plan by using large units which cannot be shot down and wiped out easily, and by attacking and defeating Elf units. You can count on your solid reliable troops to stand their ground most of the time. Nonetheless, it is a good idea to advance and put some distance between your troops and the chasm just in case any units flee.

#### Let the Slayers go after the Elves!

The Eagles and Tethan's magic are two unpredictable threats which you can do little about. Even so, your troops should prove surprisingly resistant to these dangers. Expect the Elves to use their archery. This means Slayers are vulnerable and should be used in a big unit, which should attack immediately. In turn, you can use your own crossbowmen to outshoot the Elves and wear down their attacking units.





## SKAG'S DWARF RAIDERS

The Dwarf army consists of 1,500 points chosen from the army list in the Warhammer Armies Dwarfs book. The choice of troops is limited to those listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

### CHARACTERS

#### Skag the Stealthy

Skag the Stealthy leads the Dwarf army and counts as the army's General.

#### Champions and Slayer Champions

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a rune item up to a value of 25 points.

### REGIMENTS

*Note that none of the Dwarf units are permitted to carry a magic standard during this battle*

#### 0-1 Unit of Hammerers

These are volunteers from Drong's own bodyguard of Hammerers. Their desperate need for ale will ensure the utmost determination!

#### 0-1 Unit of Slayers

Drong's own contingent of Slayers have threatened to mutiny or join Queen Helgar if they have to go any longer

without their rightful ale ration. Drong told them to "go and fetch the Brewmaster or go dry", so they volunteered to storm the brewery.

#### Dwarf Warriors

Your army may include any number of units of Warriors.

#### Dwarf Crossbowmen

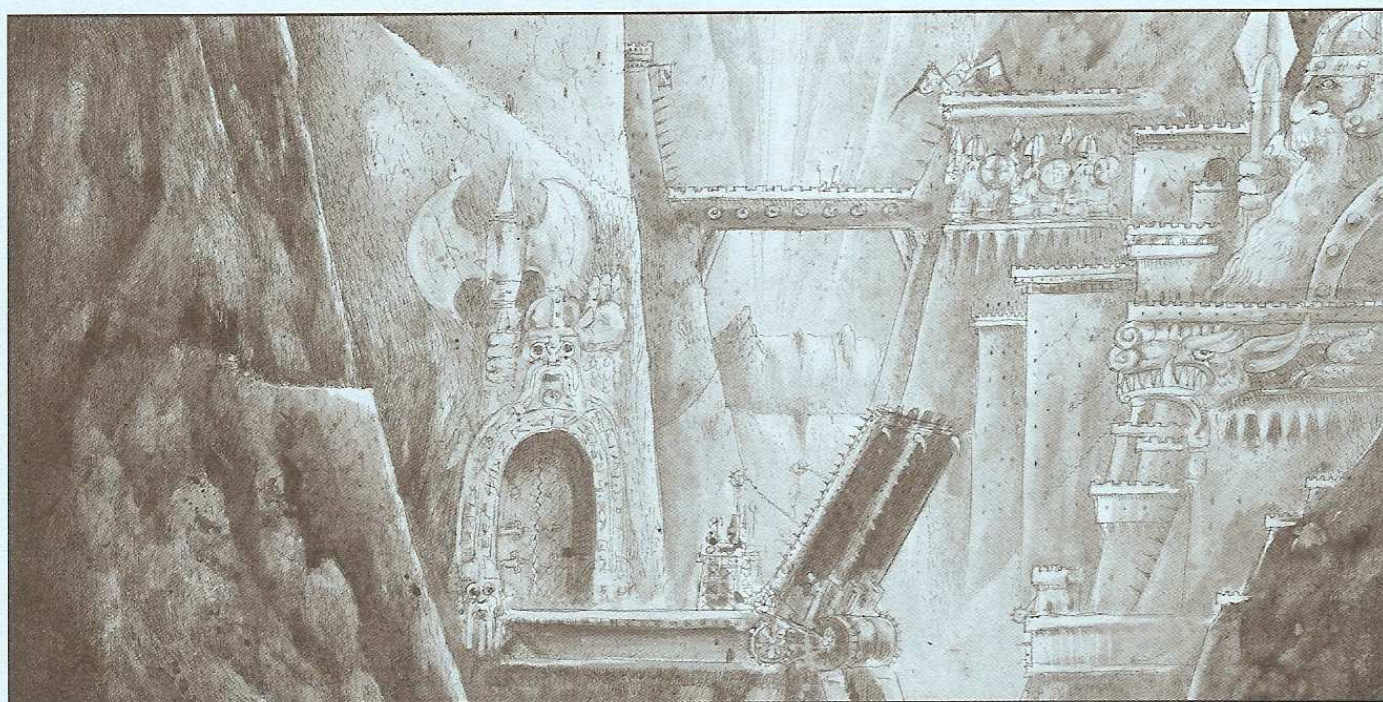
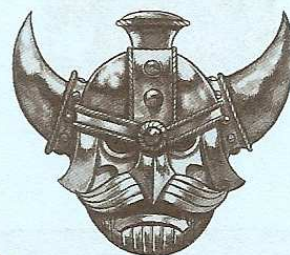
Your army may include any number of units of Crossbowmen.

#### Dwarf Thunderers

Your army may include any number of units of Thunderers.

#### 0-1 War Machine

Skag knows that storming the brewery will be a challenge; after all, it was built by Dwarfs! So to help he has brought with him a war machine from Karad Thrund. You may choose one war machine and crew from the War Machines section of the Dwarf army list. You may not use a gyrocopter, due to the lack of available fuel (one more reason for rescuing the Brewmaster).





## VICTORY GAINS

If the Dwarf side wins the battle, the Brewmaster will be escorted safely to Kazad Thrund. Here he will brew gallons and gallons of Dwarf ale to supply Drong's army. This will enable Drong to keep his troops in high spirits and eager for battle.

He will also brew high-octane gyrocopter fuel, without which any gyrocopters Drong may have will be grounded and out of action. If the Dwarfs lose the Brewery Bash, the Dwarf army will suffer a reduction of 500 points due to desertion and cannot use gyrocopters in the final battle.

## TACTICAL HINTS

### Go Straight for the Brewhouse!

The Dwarf force should concentrate their attack in a determined thrust towards the brewhouse. If you can break through the Elf defensive line, which will be brittle, you can snatch a sudden death victory. This will be better than allowing the Elves time to gain vital victory points with their archery, or by launching attacks on your exposed flanking units.

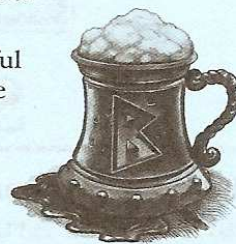


### Beware of the Bolt Thrower

Remember that the High Elves are very well supported by a repeater bolt thrower as well as by their expert archers.

This may be positioned on the hill or in the brewhouse area.

Hills and buildings can prove useful to screen your units for part of the time from certain angles as they approach the brewhouse.



### Attack Immediately

Time is crucial. Advance towards the brewhouse as quickly as possible.

The Elf player will try to delay you, so have two or three big units powerful enough to break through the defenders. One of them should get through with enough Dwarf luck and persistence.

### Grind down the Elves!

If it looks like you cannot reach the brewhouse to win a sudden death victory, switch your attention to damaging the enemy so much that you snatch a win on victory points anyway.



### Support your Main Attack

Your missile troops will prove useful in wearing down Elf units and deterring smaller units from coming out from their defensive positions. Remember that your big attacking units may very well be vulnerable to cunning Elf flank attacks calculated to pin them down and delay them.

## SKAG THE STEALTHY

### General of the Dwarf Army ..... 140 points

Skag is a henchman of Drong, notorious for his ability to find his way into or out of absolutely anywhere and any situation. Most of the time he uses his expertise to rob tombs and hunt for hidden treasures. Drong has now sent him on a mission to fetch the Brewmaster.

Before Skag joined Drong's retinue he was renowned as a mercenary and once lost an eye in battle with the Orcs. After that, he spent much time aboard Dwarf ships on expeditions to far distant Dwarf colonies before finding his way to the fortress of Kazad Thrund.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Skag	3	6	5	4	5	2	4	3	10

**EQUIPMENT:** Hand weapon, double-handed Axe, heavy armour.

**SAVE:** Heavy armour: 5+

## RUNIC ITEMS

### RUNES OF LUCK

Skag's helmet is inscribed with three Runes of Luck. Each rune allows Skag to re-roll any one dice roll during the course of the battle. These runes only work once, after which they are useless.

By having three such runes, Skag can therefore re-roll a dice roll three times during the game. Keep a tally of each time Skag uses a rune until all three are used up.

## SPECIAL RULES

### STEALTH

Skag is renowned for his cunning plans. He always has more than one trick up his sleeve. In this battle, he may send a unit off ahead of his main force to sneak stealthily around the flank of the brewery. This has to be a small unit which can move into position at night without alerting the defenders. Because of this quality, you may therefore deploy one unit of up to a total points value of 200 points anywhere in either of the two flanking zones. This unit may not be placed nearer than 8" to any Elf unit.



# THE ARMY OF KAZAD-THRUND

The army of Kazak Thrund consists of 3,000 points commanded by Drong the Hard. It can be larger than this if both players agree to a higher points value; any points bonus or penalty resulting from victory or defeat in a previous battle will still apply. If the Dwarfs lost the Brewery Bash, the total points value of the Dwarf army will be 500 points less than the Elf army, due to desertion resulting from the lack of beer rations.

The army is chosen from the Dwarf army list in the Warhammer Armies Dwarfs book. The choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

## CHARACTERS

### Drong the Hard

Drong the Hard, Lord of Kazad Thrund, leads the Dwarf army as the army's General.

### Krudd Mad-Mattock

You may include the rebel Dwarf Hero, Krudd Mad-Mattock, in the army if he survived the Battle of Grudge Pass and if the Dwarf rebels were victorious. Note that Krudd is sober for this battle (especially if the Dwarfs lost the Brewery Bash!).

### Skag the Stealthy

You may include the Hero Skag the Stealthy in the army if he survived the Brewery Bash and if he was victorious.

### Other Heroes

You may include more Heroes chosen from the Dwarf army list. Each Hero may have a rune item up to a value of 50 points.

### Grung Grudge-Bearer, Master Runesmith

You may include Grung Grudge-Bearer in the army, provided he survived the ambush on the Dwarf High Road and his army was victorious. Grung is the only Runesmith available for Drong's army, so if he was slain or defeated in the ambush your army cannot have a Runesmith at all. If you include Grung in your army he may on this occasion have an Anvil of Doom at a cost of 200 points.

### Battle Standard Bearer

Drong's army may include a Battle Standard Bearer bearing the ancestral clan battle standard of the Thrundlings. The banner may be inscribed with runes up to a value of 150 points.

### Champion

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a rune item chosen freely from the Dwarf army list, up to a value of 25 points.

## REGIMENTS

*Note that units may only have magic standards where indicated.*

### 0-1 Unit of Long Beards

This unit may have a magic runic standard up to a value of 50 points.

### 0-1 Unit of Hammerers

This unit may have a magic runic standard up to a value of 50 points.

### 0-1 Unit of Iron Breakers

Iron Breakers may only be included if the Dwarfs won the Battle of Grudge Pass. This unit may have a magic runic standard up to a value of 50 points.

### Dwarf Warriors

Your army may include any number of units of Warriors.

### Dwarf Crossbowmen

Your army may include any number of units of Crossbowmen.

### Dwarf Thunderers

Your army may include any number of units of Thunderers.

### Dwarf Miners

Your army may include a unit of Miners. The unit may only be included if the Dwarfs won the Battle of Grudge Pass. If they are included, they must be led by Krudd. The unit can have one magic runic standard, this will be the Rebel Banner described in Krudd's rebel list. Note that Miners are sober for this battle.

### 0-5 War Machines

If the Dwarfs won the Battle of Grudge Pass, you may include up to five war machines chosen from the Dwarf army list. If they lost, you may include a maximum of one war machine. If the Dwarfs lost the Brewhouse Bash, you may not use gyrocopters as their fuel has to be brewed by the Brewmaster, so there will be none available.



## DRONG THE HARD

### General of the Army of Kazad Thrund . . . . . 233 points

Drong the Hard is a descendant of Thrund the Angry. Thrund was slain by his arch-enemy Bronn while trying to conquer Krag Bryn. His kinsmen, the Thrundlings, swore a grudge-oath to uphold his dubious claim to the throne of Krag Brynn. Drong is determined to continue the feud and sit upon the throne of Krag Bryn by hook or by crook, even if it means marrying Queen Helgar herself! Failing that, he has determined to take the stronghold by force. He loathes all Elves and ultimately plans to overthrow the colony of Tol Eldroth.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Drong	3	7	6	4	5	3	5	4	10

**EQUIPMENT:** Double-handed hammer, heavy armour, shield.

**SAVE:** Heavy armour and shield: 3+

## MAGIC ITEMS

### THRUND'S HAMMER

This magical hammer is an heirloom of the Thrundlings. It has been passed down from generation to generation from Thrund himself to Drong, his distant descendant. The hammer is a rune weapon, inscribed with a Rune of Smiting which causes D6 wounds.

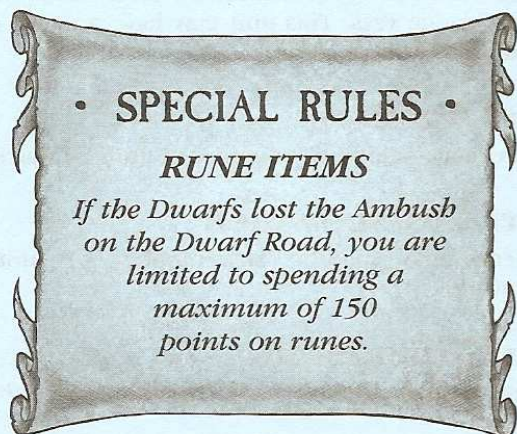
## SPECIAL RULES

### HATES ELVES

Drong is subject to Hatred against Elves as described in the Warhammer rulebook.

## VICTORY GAINS

If the Dwarfs win this final battle, Krag Bryn will fall under the control of Drong either as conqueror or because of a renewed pact between him and Queen Helgar. The army of Tol Eldroth will be lying strewn upon the bloody field and the doom of the Elven colony will be sealed. Within a year, the city will fall to the siege machines of Drong and the last of the Elves will sail away to the west.



## TACTICAL HINTS

### Be Devious

The Elves will be too clever to provoke Queen Helgar's troops by invading her territory, so you should be equally as cunning. However there is always the chance that Helgar will see reason and join forces with her fellow Dwarfs.

This suggests two possible plans for attack: either advance on your left, hugging the banks of the stream so that you can join forces with Helgar if she crosses the bridge, or hold back on your left to draw the Elves forward, exposing the flank of their army to Helgar's contingent.

### Endure the Arrows of Outrageous Elves!

You can expect volleys of arrows and deadly bolt throwers cutting swathes through your ranks. Counter these by deploying in big units that are able to endure the hail of missiles.

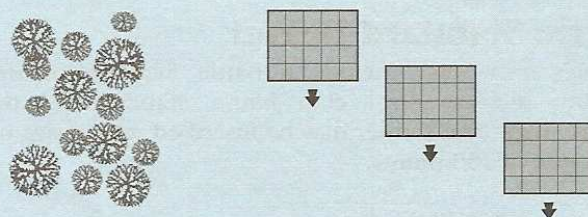
Remember that Dwarfs are very determined and resilient, and the enemy haven't got much to withstand your troops in hand-to-hand combat when you finally get to them. Don't be put off by shooting and avoid being pinned by cavalry.

Use massed crossbows to harass the Elven archers and their bolt thrower crews. If you have them, send gyrocopters to attack from devious angles. As a precaution use your missile troops to cover the flanks of your army.

### Advance in Echelon

Expect the Elves to use common sense and advance on their left, while holding back on their right. You can counter this tactic by advancing your troops in an echelon formation. This means that several big blocks of Dwarf warriors can advance with the leading unit to your left while the others can be staggered back towards the right.

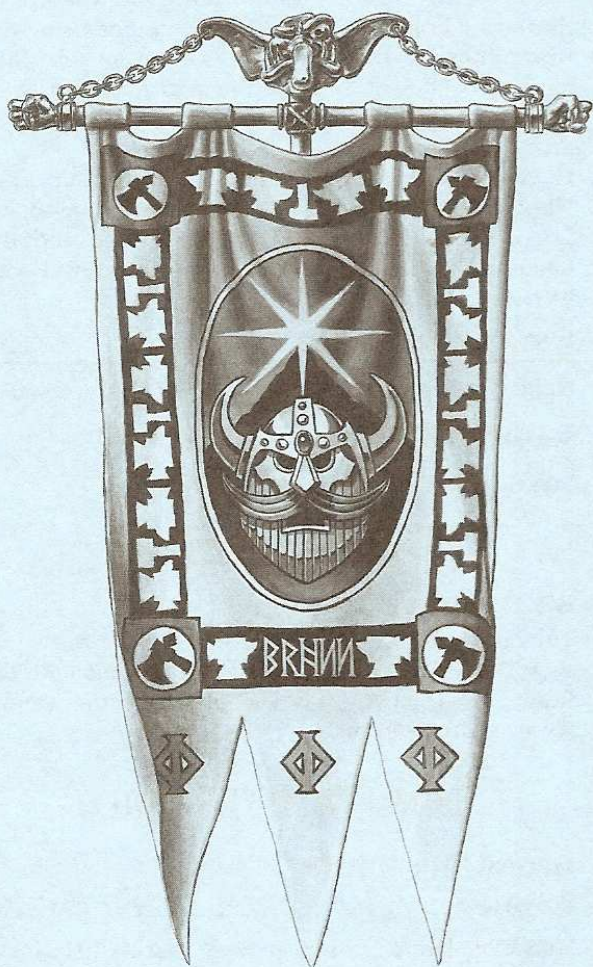
Three Dwarf Units advancing in Echelon



This formation makes it difficult for the enemy to work their way behind your army or attack it in the flank. The wood on your right will also screen part of your army from shooting.



## QUEEN HELGAR'S RETINUE



Bronnling Battle Banner Bearer

Queen Helgar leads her own bodyguard of Trollslayers. The total points value of this contingent is determined randomly before the battle starts. Even Helgar doesn't know how many troops are under her command from one day to the next! However, Drong has no Slayers available to him by the time of the final battle. If any survived the previous battles, Drong's and Grung's Slayers have now all drifted to Helgar's retinue either through lack of ale rations or, more probably, in search of heroic death in a doomed cause!

To determine the points value of the Trollslayers guarding Helgar at the time of the battle, roll a dice. The score multiplied by 100 points is the total points value which can be spent on her bodyguard (ie, between 100 and 600 points). These points are additional to the cost of Helgar herself and Loki Whitebeard, her aged and loyal Battle Standard Bearer. The randomly determined points can only be spent on a single unit of Trollslayers and accompanying Slayer champions.

The points cost of Helgar's bodyguard does not count towards that total. Helgar and her troops are unreliable potential allies of Drong. They are not under the Dwarf player's control unless she decides to betray the Elves during the course of the fighting.

### CHARACTERS

#### Queen Helgar Longplaits

Helgar's bodyguard is led by the queen herself and she counts as the General of her meagre force.

#### 0-3 Slayer Champions

Helgar's bodyguard may include up to three Slayer champions, but not more than one of each kind. Each champion may have a rune weapon up to a value of 25 points. Up to 50% of the random points available for Helgar's bodyguard can be spent on Slayer champions.

#### Bronnling Battle Banner Bearer

Helgar is accompanied by Loki Whitebeard, an ancient but loyal Giant Slayer bearing the Bronnling ancestral clan banner. This is a runic banner bearing three Runes of Battle (+3 combat result, +75 points).

### REGIMENTS

#### 0-1 Unit of Slayers

Your army may include one unit of Slayers, including as many Slayer models as your points will allow.



## TACTICAL HINTS

### Go For It!

When Helgar makes up her mind whose side she is on, she should lead her retinue over the stream without delay. Whichever side she has betrayed will no doubt turn their artillery to cover the bridge, so getting across with a dense mass of vulnerable Slayers will be her most difficult task. Helgar's troops should therefore be deployed ready to surge across the bridge without wasting any time manoeuvring or changing formation.



Once across, she is well placed to tip the balance in favour of her chosen side, possibly using the moment to attack the enemy in the flank at a crucial point in the battle.

## • SPECIAL RULES •

### HELGAR'S TREACHERY

*Helgar has led her bodyguard out to the battlefield but cannot make up her mind whether to join one side or the other. Initially she helps the Elves by remaining neutral, but she may suddenly decide to join forces with fellow Dwarfs against the Elves out of a sense of Dwarf pride and solidarity.*

*The river marks the border of Helgar's domain. If any player sends troops across the river or attacks Helgar's bodyguard, the unit will immediately join the other side and fall under the control of the opposing player.*

*Otherwise, at the start of each turn, each player rolls a dice. If the result is a double, Helgar joins the battle on the Dwarf side and falls under the control of the Dwarf player. On any other score, her bodyguard stays out of the battle for another turn.*

## QUEEN HELGAR LONGPLAITS

### General of Helgar's

### Bodyguard . . . . . 187 points

Queen Helgar is the ruler of Krag Bryn. She is the last descendant of Bronn the Bold, the founder of the stronghold. There are none of her clan, the Bronnlings, left in her domain save for herself. They have all been slain in the endless grudge feud with the Thrundlings, who are descendants of Bronn's arch rival, Thrund the Angry.

Helgar is noted for her pride and determination. Her long plaits are worthy of the respect due to any Dwarf king's beard. She wields the axe and the tankard well enough to strike awe into any Dwarf warrior.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Helgar	3	7	6	4	5	3	5	4	10

**EQUIPMENT:** Axe, heavy armour, shield.

**SAVE:** Light armour and shield: 4+

## MAGIC ITEMS

### BRONN'S AXE

This axe was wielded by Bronn himself when he slew Thrund. It is a rune weapon, inscribed with the Rune of Fate. This causes double wounds against the first character hit.

## LOKI WHITEBEARD

### Bronnling Battle

### Banner . . . . . 188 points

Loki Whitebeard is the sole loyal friend of Helgar's, having served her father and possibly his father before him. Loki is too old and set in his ways to desert the family to which he has dedicated his life. He carries the Bronnling Battle Banner.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Loki	3	5	4	4	4	1	3	2	9

**EQUIPMENT:** Axe and battle standard.

**SAVE:** None.

## MAGIC ITEMS

### BRONNLING BATTLE BANNER

This ancestral banner has three runes of battle. (+3 conflict result).

