

Fallen Dwarven

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background written for the Karak Eight Peaks setting by Paul Smith

During the fall of Karak Eight Peaks many dwarves were trapped within the warren of tunnels beneath the city during the skaven attack. They sealed themselves in a small network of caverns and were abandoned when those from the upper halls were forced to quit Karak Eight Peaks.

Living in caves has it's drawbacks as the abandoned dwarves discovered. Food was plentiful because they had found an edible fungus, unfortunately they had nowhere to inter their dead. They no longer had access to their hall of ancestors to lay out the deceased. There was nowhere to place the bodies that would not cause disease or attract the skaven or goblin hordes. Eventually they came to the hard decision that to eat their ancestors would be more respectful than to leave the bodies and bring disaster upon the rest of the clan.

Unfortunately the feast of flesh mixed with the fungus corrupted the metabolism of some of the unfortunates leading to zombie like states and eventually the effected dwarves shunning all other forms of sustenance other than flesh be it orc, skaven or dwarf. Some dwarves have decided to take the slayers oath to try to avoid this nasty ending...

Fallen Dwarf special rules

All Fallen Dwarfs are subject to following rules.

Armour. Dwarfs are never slowed down by wearing armour. They do not suffer penalties on their movement even if they wear heavy armour and carry a shield.

Hate Orcs, Goblins and Skaven. All Dwarfs hate all Orcs, Goblins and Skaven regardless of the type. See the psychology rules section for details.

Characters increase. All models in this warband uses the Dwarf maximum statline.

CHOICE OF WARRIORS

A Dwarf warband must include a minimum of 3 models. You have 500 Gold Crowns to recruit your initial warband. Maximum number in the warband is 12, though some buildings in the warband's encampment may increase this.

HEROES

1 Leader
0-1 Priest
0-2 Clansmen
0-2 Cursed Slayers

HENCMEN

Clansmen
0-5 Shadow-selves
0-5 Dwarf Ghouls

DWARF SKILL LISTS

Leader: Combat, Academic, Strength, Special.

Priest: Combat, Academic, Strength, Special.

Clansmen: Combat, Strength, Special.

Slayers: Combat, Strength, Special.

DWARF SPECIAL SKILLS

Dwarfs may use the following Skill table instead of any of the standard Skill tables available to them.

DWARF SPECIAL SKILL TABLE

Magic Resistant. I don't believe in magic! Any effect from a magical spell or a scroll will not affect the Dwarf on a D6 roll of 4+.

Smith. The Dwarf is an expert smith. You may buy any 1 Common weapon for a half price between battles.

Gnollengrom. Only a Dwarf Leader may have this skill. The Dwarf has such an impressive beard that all the Dwarfs around him are inclined to respect him. The Warrior band may re-roll any failed rout tests.

Fearless. The model is immune to fear and counts terror as fear. If you are a Slayer, you may re-roll the result.

Dwarf Grit. If the model suffers a critical hit, he may roll a D6. On a roll of 4+ he will only suffer normal wound instead of any special damage caused by a critical hit.

SLAYER SKILLS

Slayers may choose to pick skills from this table as well as from standard Dwarf skill table.

Ferocious Charge. The model may double it's attacks on the turn he charges.

He will suffer -1 to hit penalty on that turn.

Monster Slayer. Model always wounds any opponent on a roll of 4+ regardless of Toughness, unless his own strength would make this less. Berserker. The model may add +1 to his 'to hit rolls' when he charges. Sweeping strike. The model may make 1 extra attack if he is engaged by more than 1 model.

Tattoos of Grimnir. The Slayer is tattooed by one of the Priests of Grimnir the Brave, the God of Slayers. The model now has a 6+ armour save. If you roll this result again, the save is increased to 5+, and so on, up to 3+. (The Slayer is then covered in tattoos!).

Fated. The Slayer is destined not to die easily. You may re-roll any result on the Serious Injury table. The second result stands, even if it is worse than the first one.

DWARF EQUIPMENT LISTS

The following lists are used by the Dwarf Warbands to pick their equipment.

DWARF EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger 1st free/2 GC

Mace 3 GC

Hammer 3 GC

Battle axe 5 GC

Sword 5 GC

Double-handed weapon 15 GC

Spear 10 GC

Halberd 10 GC

Missile Weapons:

Crossbow 25 GC

Pistol 15 GC (30 for a brace)

Hand gun 35 GC

Armour:

Light armour 20 GC

Heavy armour 50 GC

Dwarf armour 80 GC

Shield 5 GC

Helmet 10 GC

EXPERIENCE

The Dwarf Leader starts with 20 experience.

The Slayers start with 8 experience.

The Priest start with 0 experience.

All Henchmen start with 0 experience.

HEROES

1 DWARF LEADER 70 Gold Crowns

The Dwarf Leader is a member of one of the noble families of the lost Dwarf Stronghold and has promised to return with a cure for the curse or die trying.

Profile M WS BS S T W I A Ld

Leader 3 5 4 3 4 1 2 1 10

Weapons and Armour: Dwarf Leader Dwarf may be equipped with weapons and armour chosen from the Dwarf Equipment list.

SPECIAL RULES

Leader: Any Dwarf within 6" of the Dwarf Leader may use his Leadership characteristic when taking any Leadership tests.

0-1 PRIEST 50 Gold Crowns

The Priests of Grungi are as interested as any Dwarf in the warband to return with a cure but they have special powers that can be used against the Undead that they might meet.

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

Weapons and Armour: A Priest may be equipped with weapons and armour chosen from the Dwarf Equipment list. In addition he start the game with one vial of Blessed Water. The Priest has ready access to items of devotion and thus Blessed Water is common and Holy Relic is rare 6.

0-2 SLAYERS 45 Gold Crowns

Slayers are members of the morbid Dwarf cult obsessed with seeking honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of the Dwarfkind.

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

Weapons and Armour: Troll Slayer may be equipped with weapons chosen from the Dwarf Equipment list but they may never wear armour or carry missile weapons. They have sworn to die in combat, and wearing armour would prolong their lives.

SPECIAL RULES

Immune to Psychology: Troll Slayers seek an honourable death in combat, and nothing in this world holds any terrors to them, as they already consider themselves dead. Troll Slayers are immune to all psychology and never break off from combat for any reason.

HENCHMEN

CLANSMEN 35 Gold Crowns

These are Dwarf warriors in their prime: Tough, stubborn and brave warriors who can be relied to hold their own against any foe. The lure of riches is such a great temptation to Dwarfs that the Treasure Hunters never have trouble at recruiting warriors for their expeditions.

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

Weapons and Armour: Dwarf Clansmen may be equipped with weapons and armour chosen from the Dwarf Equipment list.

0-5 SHADOW-SELVES 25 Gold Crowns

These are the sorry state of the once proud clansmen, they wander around aimlessly and appear to be daydreaming. Some of the clansmen that have just recently fallen to this state can still be roused to attention by the sound of battle and can add some help in the fighting. In addition along the journey some of the Dwarf warriors have fallen into this state.

Profile M WS BS S T W I A LD
Shadowself 3 3 0 3 4 1 1 1 5

All Zombie Rules apply

0-5 DWARF GHOULS 70 GC

Some Dwarfs that fell ill to the mutation have stopped eating normal food and live only on the fallen enemies or rats that they hunt in the mining tunnels. Many of these Dwarfs were cast out of the stronghold for attacking and feeding on their comrades, some of these have joined up with the warband and some Dwarf warriors fell into this state during the journey.

Profile M WS BS S T W I A LD
Ghoul 3 3 2 3 5 1 3 2 5

All Ghoul rules apply.