

WARHAMMER® ARMIES

DWARVES



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WOOD ELVES AMBUSH A DWARF ARMY



A MIGHTY CLASH BETWEEN DWARFS AND CHAOS DWARFS

WARHAMMER® ARMIES

DWARFS

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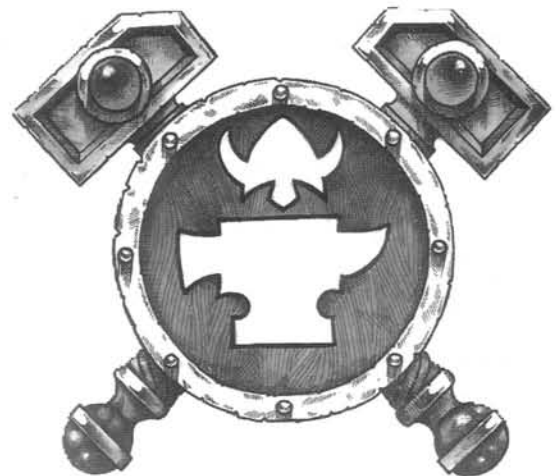
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THE DWARFS

The Dwarfs are one of the most ancient races of the Warhammer world. From the beginning of time their traditional homeland has been the Worlds Edge Mountains, the vast, forbidding mountain chain that marks the eastern boundary of the Old World. Here in ages past the Dwarfs built their massive underground strongholds among the high peaks and tumbling chasms. At its height, their realm spread from the far north to the distant south, while their mines stretched far beneath the earth itself. These days of glory are now long gone; many strongholds lie in ruins or are occupied by evil creatures. The great achievements of the past are now nothing more than memories, ancient sagas sung in the halls of the few surviving Dwarf strongholds.

Dwarfs are the greatest miners and tunnellers in the world, delving deep beneath their mountain homes for metals, precious stones and the mineral wealth buried there. From this raw material they make all kinds of precious objects, including weapons and armour, marvellous vessels, and jewels worked with incredible skill. Beneath each Dwarf stronghold there exists a labyrinth of caverns and tunnels created and enlarged over centuries as the Dwarfs dug ever deeper in search of new riches.

Dwarfs are supremely skilled craftsmen and take great pride in everything they do. It is almost impossible for a Dwarf to hurry his work, and no Dwarf could ever bring himself to produce something slipshod or cheap. Whether it be forging weapons and armour, the construction of fortifications or the mechanical inventions of the famed Engineers Guild, the ingenuity and technical ability of Dwarfs is unsurpassed anywhere in the Old World. No other race, not even the great craftsmen of the High Elves, can rival the care and skill of the Dwarfs.

Dwarfs obtain all they really need by trading raw materials and artefacts with their neighbouring peoples. A few basic crops are grown within the walls of the Dwarf strongholds and hardy livestock graze on the high pastures. Good land is scarce in the mountains and Dwarfs are not great farmers, although they are enthusiastic hunters, able to find meat and fur even in the highest peaks. Grain and fruit are brought into the mountains by merchants and exchanged in the strongholds for metalwork and gold. If trade routes are cut by war and the strongholds are besieged, the dour Dwarfs tighten their belts and dine on Dwarf bread, a tough bread baked from a mixture of wild grain and pulverised rock, made almost palatable when washed down with good Dwarf ale! Indeed, Dwarf ale is so nourishing that Dwarfs can survive for weeks on this alone. Every stronghold has a great store of barrels and takes great pride in the efficacy and unique flavour of its ale.

There's nothin' as sure in the world as the glitter of gold and the treachery of Elves.

Old Dwarf Saying

AGE, WEALTH AND SKILL

Dwarfs are a grim and exceptionally proud people. They are sparing with their praise and often disparaging about the achievements of other races. Dwarfs respect three things above all others: age, wealth and skill. Of course, a Dwarf will always carefully explain how his race is the oldest of all, how his ancestors earned unimaginable wealth, and how the Dwarfs are the most skilled builders and smiths in the world. This is not boasting, it is just setting the record straight.

Unless slain in battle, or some other mishap befalls them, Dwarfs live to a very great age. The relative length and fullness of a Dwarf's beard indicate how old and wise he is, hence Dwarfs are immensely proud of their beards and never cut or trim them. Whatever they are doing, if Dwarfs are 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.



Dwarfs have a great reverence for old things, valuing them for their memories and associations. When a skilled Dwarf smith dies his work lives after him and forms a tangible connection to the past. The preservation and continuing use of some ancient device or construction is a form of respect and veneration for its creator. All Dwarf master craftsmen are adept at re-forging ancient weapons or incorporating ancient relics into their new works.

Hoarding wealth is a great passion among Dwarfs. They are an industrious race and work hard for their riches and possessions. When a Dwarf dies his possessions are divided amongst his family and so are passed on from generation to generation. A family's treasure is held very dear as it is both a source of wealth and a link between the living and the dead. No Dwarf feels secure unless his treasure hoard is heaped high enough for him to sit on.

The hoards of some ancient Dwarf lords were of legendary proportions. Even today, the riches of the remaining Dwarf strongholds are a great attraction to Orcs, Goblins and other would-be conquerors, but the Dwarfs are extremely tough and their strongholds have mostly withstood the test of time. Nevertheless, over the millennia several great and proud strongholds have fallen to Orcs and other invaders: their populations dispersed and slain, and their hoards of gold and artefacts broken up and scattered across the world.

All Dwarfs have a rigid sense of honour, which is centred upon the bond or promise. If a Dwarf makes a deal he will remember it and keep to it, even if it costs him dearly to do so. A Dwarf will honour the word of an ancestor even if it was made centuries before. In turn, Dwarfs expect others to keep their word, and look to the families of oathbreakers for recompense.

It is the worst possible insult to break faith with a Dwarf; it is also a serious mistake. A broken bond will be remembered for ever and inevitably avenged. Great breaches of faith against the Dwarf people are recorded in a massive tome known as the Great Book of Grudges which is kept in Karaz-a-Karak. No dealings are entered into with anybody without prior reference to this book, which almost amounts to a chronicle of Dwarf history. It is part of Dwarf folklore and many Dwarfs know by heart its fiery accounts of great wrongs done to their ancestors.

Dwarfs have little knowledge of magic as it is practiced by Elves and Humans and they have no wizards as such. The magical lore of the Dwarfs is closely linked to their craftsmanship in weaponry, armour and other artefacts. Dwarf Runesmiths make many magical devices, including the finest weapons and armour. Runesmiths are masters of *rune lore*, the art of using runes to entrap magic and imbue artefacts with arcane power. Their knowledge has been passed down by word of mouth from the days of the ancestors. The knowledge of the most powerful runes is a very powerful secret known to only a few of the most adept Runesmiths.

THE DWARF GODS

The Dwarfs' respect for their ancestors extends to their primal ancestors the Dwarf gods. The Dwarfs attribute all kinds of mighty deeds to their distant ancestors. Although it is hard to believe all the tales, the chances are that they have at least some basis in fact. The most important Dwarf gods are *Grungni*, *Grimnir* and *Valaya*. According to Dwarf tradition these gods were carved by time from the rocks of the first mountains. The Dwarfs believe that their race is descended directly from these ancient ancestors, and they also maintain that the spirits of the ancestors still watch over them, not only guiding their actions but judging their achievements and determining if they are worthy.

Grungni, god of mining, is the most important Dwarf god. It was he who first delved into the rock, mined the ores and smelted them into metals. He is credited with inventing iron and steel, so enabling the Dwarfs to destroy their foes by force of arms. His greatest shrine is in the stronghold of Karak Azul, which is famous for its armouries and weapon forges.

Grimnir the Fearless is the warrior god of the Dwarfs. He is said to have protected the Dwarf people on their ancient migrations by fighting giants, huge trolls, dragons and bands of marauding Orcs. Grimnir personifies the undaunted courage and fearlessness of the Dwarf race. The strange cult of Dwarf Slayers venerates Grimnir in particular and paint his rune on their bare flesh.

Valaya is the only Dwarf goddess and is said to have founded the greatest Dwarf stronghold, the city of Karaz-a-Karak. Valaya is the protectress of the homeland and the clan. She has special powers of protection against evil magic.

THE DWARF CLANS

Dwarfs have very long memories when it comes to ties of blood, and they take their family obligations extremely seriously. A wrong done to a Dwarf is a wrong done to his whole family; an insult not only to the living but to his ancestors and yet unborn descendants. Dwarfs are also very possessive, not the least about land and territory. The Dwarf lands are divided into many clan territories, the homelands of Dwarf clans. A clan is an extended family, a group of Dwarfs who can trace their ancestry to a common ancestor who may have originally settled a certain valley, built a particular stronghold or excavated a specific mine.



The many families of Dwarfs that comprise a clan share a common homeland, but may live elsewhere. Indeed, their homeland may have long since been destroyed, but the clan still maintains its sense of identity and dreams of one day returning to rebuild its ancestral home. Part of the duty of every Dwarf is to honour his clan ancestors. Among other things this involves rebuilding and repairing ancestral tombs, and singing the long sagas of remembrance.

Some of the clans practice unique skills which they carefully guard from the outside world and even from other clans. In effect, the many craftsguilds which teach the secrets of Dwarf craftsmanship are also clans which trace their ancestry to an ancient craftsman. This natural tendency to keep skills within the family means that professions are hereditary, with young Dwarfs inheriting the skills and roles of their fathers. Dwarfs belonging to the craftsguilds have a clan homeland just like other Dwarfs, but because their skills are in such wide demand they are scattered thinly across the Dwarf realms and in the human lands where Dwarfs have settled. Only rarely do the craftsguilds meet to celebrate the achievements of their ancestors in song, and toast the accomplishments of the living with foaming ale.

The complex web of bonds which has been made between clans, guilds and strongholds over the millennia means that the Dwarfs always show great solidarity in the face of outsiders and enemies. As a result of these traditions, the great Dwarf Empire of the past still exists in spirit if not in physical reality.

HISTORY

The Dwarf strongholds of the Worlds Edge Mountains are remnants of the once great Dwarf Empire known by the Dwarfs as *Karaz Ankor*. This means either the 'Everlasting Realm' or the 'Mountain Realm', as the Dwarf word for mountain and extreme durability are the same. The great city of Karaz-a-Karak, called Everpeak in the tongue of men, lay at the centre of this vast empire. The history of the Everlasting Realm is a long saga of war, treachery and betrayal that has left a bitter legacy in the minds of the Dwarf people.

The first Dwarfs migrated northward from their ancestral homelands in the southern part of the Worlds Edge Mountains. This all happened so long ago that it is impossible to say exactly when the Dwarfs began their journey or how long it took them to reach the lands they now inhabit. Their progress was probably a slow one as they followed veins of ore northwards, mining out the exposed seams and moving onwards in search of gold, iron, gem stones, and workable stone. As they progressed, they left clans scattered throughout the Worlds Edge Mountains. In the most ancient times the Dwarfs lived in crude caves and fashioned stone tools from flint. Then, as now, they were a tough hardy folk, and they thrived and multiplied in the bleak inhospitable lands.

As the Dwarfs spread through the Worlds Edge Mountains they founded a system of *strongholds*. A stronghold is really a small realm centred around a fortified mine. Most strongholds lay over an especially productive seam or source of precious gems. Eventually the Dwarfs reached the northernmost part of the Worlds Edge Mountains, a desolate region scattered with the bleached bones of many creatures. They called this cold, barren land *Zorn Uzkuł*, or the Great Skull Land.

From the Great Skull Land many Dwarfs turned back south, daunted by the cold and the sparsity of mineral wealth. Others turned west into the land of Norsca where they settled amongst the cold mountains there. Some travelled east across the Great Skull Land and entered the Mountains of Mourn. For a while these widely dispersed Dwarf kindreds maintained contact with each other, but soon they would be separated by the coming of Chaos.

THE COMING OF CHAOS

According to one account in the Great Book of Grudges, the most ancient of all Dwarf books of lore, the coming of Chaos rent the earth and sky, and tore the very mountains apart. The skies darkened and turbulent winds of multi-coloured magic clouded the air. It was evident that something terrible was occurring. The Dwarfs watched the skies, uncertain as to what was going to happen.

The Dwarfs maintain that it was Grungni himself who warned the Dwarfs of the coming of Chaos and showed them how to delve deep beneath the mountains. There, in the dark beneath the world, they took shelter as the winds of magic scoured the earth. In their wake the winds left clouds which settled into a layer of fine black warp dust which mutated and corrupted everything it touched. The Dwarfs huddled in their mines and caves as everything on the surface was tainted by Chaos. Eventually the dreadful tempest passed and the Dwarfs emerged once more into daylight. They found the world had changed. Daemons

had burst forth from the realm of Chaos. Terrifying monsters roamed the mountains and daemons stalked the land in daylight.

The Dwarfs were not defenceless. The ancient tales tell how Grungni taught them how to inscribe magical runes onto their weapons and armour. He armed Grinnir with two mighty axes and armour harder than the bones of mountains. From their underground strongholds the armies of the Dwarfs sallied forth to do battle against the hordes of Chaos. Valaya protected the Dwarfs against the dark magic of their enemies, and Grinnir slew many daemons with his axes. They did not have the numbers to turn back the tide but at least they kept their mountain realms clear of the monstrous servants of Chaos.

THE ELVES

It was during this war that the Dwarfs first made contact with the Elves. A fleet of Elf warships had been blown off course after a sea-battle with the Plague Fleet of Nurgle. The Elf fleet was captained by Caledor Dragontamer. This great Elf mage had searched the coasts of the Old World hoping to find clues to the source of the Chaos that was destroying the world. The Elves encountered a Dwarf army that had been drawn into the lowlands while chasing a band of Chaos marauders. The Dwarfs were led by Grinnir himself.

It was a great moment in the history of both races as one of the greatest and most subtle High Elf mages of all time met the brutal and mighty incarnate ancestor god of the Dwarf people. What Grinnir made of the tall and haughty Elf Mage is not recorded. What the Elf thought of the tattooed Dwarf Warlord is unknown. Both realised that they were not enemies. The matter was settled when a mighty force of Beastmen arrived and was promptly smashed by Grinnir's axes and Caledor's spells. The following alliance of Elves and Dwarfs would save the world and then all but destroy these two proud races.





From Caledor, the Dwarfs learned of the great Phoenix King Aenarion and his struggle to free the distant land of Ulthuan from the grip of Chaos. From Grimgnir, Caledor learned of the storm from the north that had preceded the coming of Chaos. Caledor realised that a Chaos Gate had opened in the uttermost north, a doorway between this world and the unimaginable daemon realms of Chaos. Now Chaos had a foothold in the world and would quickly overwhelm its inhabitants.

With this information Caledor returned to Ulthuan. Probably he was already hatching the plan that would lead to the creation of a mighty vortex to suck the unleashed Chaos power out of the world. Upon Caledor's departure, Grimgnir presented him with a runic amulet of sovereign protective power. In return, Caledor gifted the Dwarf with the Crystal of Fire which is kept to this day in the great vault of Karaz-a-Karak.

THE DOOM OF GRIMGNIR

The Dwarfs continued to fight valiantly against the tides of Chaos. Having heard Caledor's description of the Chaos Gate Grimgnir decided to take more direct action. Ignoring the advice of Grungni and Valaya, he decided to trek north and close the gate himself, little imagining what cosmic energies he would encounter. Grungni told him he would surely die but Grimgnir snarled that it was worth the risk. He shaved his head and beard save for one crest of hair that ran from the nape of his neck to his forehead. Grimgnir gave one of his axes to his son, Morgrim, and departed for the north, chanting his deathsong. Morgrim followed him to the very edge of the wastes that lay around the north, ignoring his father's commands to turn back. In the end he respected his father's wishes and watched his mighty sire dwindle into the shimmering haze of the poisoned land.

Grimgnir was never seen again, and no-one knows what befell this valiant Dwarf. Perhaps he was pulled down by an army of monsters. One tale says that he fought his way to the mouth of the gate and held it against an army of daemons even as Caledor opened his vortex on Ulthuan. Perhaps a stranger and more terrible doom overtook him.

Of the fate of Grimgnir the Dwarfs do not speak. They say only that he fell in darkness long ago. His axe was lost with him.

THE GOLDEN AGE

In the end Caledor was successful in his attempt to create the vortex and the armies of Chaos were driven back to lurk in the shadowy corners of the world. Grungni and Valaya vanished. Some say that they returned to the mountains' heart where they were created and will re-emerge some day. In the Worlds Edge Mountains the Dwarfs prospered as never before, but of their kin in the far north they heard no word. During this age mighty strongholds were built around the cores of the old fortresses and a vast network of underground highways was built to link them together.

Trade was established with the Elves as they returned to the Old World to build their colonies along the coasts and woods. It was during this time that all the great Dwarf cities were founded. A long age of peace and prosperity ensued which was to last for nearly a thousand years.

In Karaz-a-Karak, the Dwarf High King sat upon his carved throne and presided over the Dwarf Lords who ruled the other great strongholds. This was the great age of the Dwarfs, when in friendship with the Elves they explored the Old World for its riches. Trade flourished between these two ancient peoples and they lived side by side in the trading ports and cities of the Old World. At this time, men were divided into primitive tribes, eager to learn from older and wiser races.

Elves and Dwarfs were perhaps not as wise as men had believed, for Elf arrogance and Dwarf obstinacy led to friction and eventually outright war. A terrible long slaughter began, which lasted for an entire age until the

It is sometimes observed that the different characters of the High Elves and Dwarfs can be likened to their favoured beverages of wine and beer. Where the Elves savour fine wines carefully sipped from tiny crystal glasses, the Dwarfs noisily swill gallons of foaming ale, pausing only to belch loudly and bellow for more.

This contrast cannot have been more apparent than during the visit of the Elf Phoenix King Bel-Shanaar to Karaz-a-Karak, when, according to the hold's Book of Honour, the Elf king presented the Dwarf king Snorri Whitebeard with a single casket of Ellyrion wine, a vintage so rich and precious that the cost of a single glass would bankrupt the average Elf lord. The Dwarf king, keen to show his appreciation, stove in the barrel lid with his axe and guzzled the whole lot in one go, wiping the copious spillage with his beard as his fellow Dwarfs cheered loudly. Quite what the delicate Elven courtiers made of this performance is not recorded. It can only be imagined what the Elf King thought of the dozen barrels of Gutstrangle's Owd Nasty Dwarf Ale and two gallon Dwarf souvenir tankard that he received in return.

Elves retreated across the seas to Ulthuan and into the trackless forests of the Old World. The Dwarfs were left to dominate the Old World, but the glory and vigour of the Dwarf race had been expended. The Golden Age was drawing to its close.

The end came amid earthquakes and volcanic eruptions along the entire length of the Worlds Edge Mountains. The great walls surrounding the strongholds were broken, the subterranean highways collapsed, and mine workings were shattered and flooded. Lava poured into the cavernous vaults beneath the Dwarf strongholds and the whole of the Everlasting Realm was thrown into disarray. In the wake of these natural disasters came hordes of Goblins, Orcs, Skaven and the vile followers of Chaos. They infiltrated the Dwarf tunnels and overwhelmed beleaguered outposts with surprise attacks from deep below the ground.

Karak Ungor was the first stronghold to fall, its caverns and halls becoming home to the Night Goblins. Karak Varn was shattered by an earthquake and soon after fell to the invaders. The mines at Ekrund were sacked by Orcs, driving the Dwarfs out of the Dragonback Mountains. The gold mines at Gunbad were taken by Night Goblins. Mount Silverspear was eventually lost to the Orcs, and the whole of the eastern fringe of the World Edge Mountains was afterwards abandoned.

All over the Dwarfs' Everlasting Realm small settlements, mines, and temples were destroyed and occupied by their enemies, dividing and isolating the remaining Dwarf strongholds and changing the nature of the Dwarf lands forever.

THE GOBLIN WARS

For almost a thousand years the Dwarfs fought on, sometimes winning back their lost settlements for a while, at other times coming perilously close to destruction. Eventually the growing strength of the Orcs and Goblins in the south lead to the fall of almost all the Dwarf strongholds in the southern part of the Worlds Edge Mountains. Karak Eight Peaks fell after a desperate and protracted struggle in the vast network of tunnels and vaults beneath the great city. Karak Azgal was stormed and sacked, but its treasure horde was never found. The Orcs abandoned its vaults in anger leaving the ruins to become a nest for dragons and its catacombs the lair of monsters. Karak Drazh was attacked and captured, becoming the Orc fortress of Black Crag. After a thousand years of resistance the Dwarfs lost three strongholds within a space of fifty years.

Following this second reversal in its fortunes the once glorious Dwarf Empire lay shattered and in ruins. Its power broken forever, its treasures scattered among the conquering hordes. Orcs and Goblins infested the great subterranean halls where Dwarf bards once recited their heroic sagas. Trolls desecrated the tombs of kings and gnawed upon their bones. Foetid Skaven scuttled through the catacombs and passages spreading disease and decay. The Dwarfs grimly held onto their surviving strongholds and honed their axes in bitterness.

This was the time when many Dwarfs forsook their ancient homeland and wandered westward into the Grey Mountains where they built new and prosperous strongholds, though naturally these could never rival the great works of their ancestors. Between the Grey

Mountains and the Worlds Edge Mountains the Dwarfs established new trade routes, or re-opened routes used in the distant past when they traded with the Elves. The lands themselves were full of Orcs and Goblins, and the emerging tribes of men who fought the greenskins for possession of the land. The Dwarfs did all they could to encourage the men, seeing in them a natural ally against the Orcs. Trade between the two races grew slowly, and the Dwarfs taught mankind many of their lesser secrets such as how to work iron into weapons and armour. When the High King Kurgan Ironbeard was captured by Orcs it was a man who rescued him – Sigmar, the mighty warrior founder of the Empire. This act forged a bond of friendship that has existed between men and Dwarfs ever since, for Dwarfs never forget a debt, especially a debt incurred a long time ago.

Together, the Dwarfs and Sigmar's warriors drove the Orcs and Goblins from the western lands, and a new age of peace and prosperity began. Many Dwarfs moved into the Empire to set up as blacksmiths and traders amongst the growing human settlements. There was plenty of work for Dwarf swordsmiths, for there were still many greenskins left in the forests to find and drive out. Men could make good use of every sword the Dwarfs forged and would pay for it in gold.

The alliance of Dwarfs and the descendants of Sigmar has continued to the present day. The Dwarfs have fought long and hard to re-establish their supremacy over the mountains, but the Orcs and their evil allies do not give up their ground easily. Every cavern, tunnel and vault must be fought for and paid for in Dwarf blood. But Dwarfs forget nothing, and they will never let a sword rest or lay an axe aside while their ancestors are dishonoured, and their tombs desecrated.



THE DWARF REALMS

East of the Empire rise the ancient, snow capped peaks of the Worlds Edge Mountains. Along their length, ridge after jagged ridge thrusts ever upward, marking the end of the civilised world. Extinct and still smoking, volcanoes mark the great fault line that lies deep beneath the earth's crust. The Dwarfs delve deep to find the rich veins of mineral wealth that occur in this area. As the Great Ice retreated from the world many thousands of years ago, grinding and shattering the rock into twisted peaks and deep chasms, the first Dwarf prospectors led their people northwards in search of riches. They discovered the wealth of the mountains, hewed their mines into the rock and founded their strongholds amid the loftiest peaks and the most inaccessible valleys.

The Dwarfs were not the only ones to make their homes in the mountains. As their settlements grew, they encountered other ancient races such as Orcs, Goblins, giants, trolls and dragons. Both above the ground amidst the peaks and valleys and in the dark beneath the world, the Dwarfs were forced to battle for their homes and treasures. Thus began the constant struggle for survival which the Dwarfs fight even to this day, and so was forged the Dwarf race: determined, defiant, enterprising and brave.

KARAZ-A-KARAK (EVERPEAK)

The Dwarf language is complex and cannot be literally translated into the tongues of men. Karaz-a-Karak means something along the lines of 'Pinnacle of Mountains'. The Dwarf word for mountain also means 'a thing which endures' so an alternative translation is 'the Most Enduring'. Men call this city Everpeak, which is a good compromise in meaning. This mighty and populous stronghold was the ancient capital of the old Dwarf Empire and its Lord is the High King of all the Dwarfs. The noble clans of Karaz-a-Karak can trace a direct line of ancestry back to the Dwarf gods themselves. Here are the temples of the venerated Ancestor Gods Grungni, Grimnir and Valaya. Here is kept the Great Book of Grudges and the Book of Remembering which are objects of awe and veneration in their own right.



Karaz-a-Karak has never fallen to an invader. It is the biggest, oldest and most fortified Dwarf stronghold. Here the traditions of the old Dwarf Empire are kept alive in their purest form. It is a city of ritual, temples, statues hewn from the rock and tombs in deep vaults below the city. The High King holds court in a vast vault large enough to engulf a small human town. The forest of pillars which forms the mile-long nave is of truly colossal proportions. The whole vastness is illuminated by shafts of light, glowgems, and great braziers so that the glint of gold, the gleam of bronze and the warm glow of the rock

is everywhere. The tumult of the great throng assembled before the throne in council or in feasting echoes in the vaults. Karaz-a-Karak has endured through ages past and will endure forever.

ZHUFBAR

Zhufbar stands in a deep chasm down the mountainside from Black Water, a day's trek from Karak Varn. High above the city a huge waterfall cascades from the lake and rushes fiercely down the chasm. Here the ingenious Dwarfs have constructed thousands of water wheels to power their drop hammers, ore crushers and washing pans. The chasm resounds to the noise of mining operations, creaking wheels and the rushing waters. The city contains the principle shrine of the Dwarf Engineers Guild and it is a centre for metalwork and every kind of industry. At night the chasm glows with a thousand furnace fires. The meteoric iron gromril, mined in Karak Varn, used to be smelted here.



Zhufbar is surrounded by hostile Orc and Goblin tribes, while below ground the tunnels of the Skaven break into the Dwarf mines. Zhufbar has been attacked many times but has always managed to hold out. The deepest levels are dangerous places where Dwarfs and Skaven vie for control of the lower chambers.

KARAK KADRIN (SLAYER KEEP)

Karak Kadrin means something like 'Stronghold of the Pass' in the Dwarf tongue. It stands south of the great Peak Pass, which in olden times enabled Dwarfs to travel between the western and eastern sides of the mountains. The importance of the route declined when the Dwarfs abandoned the eastern edge of the Worlds Edge Mountains. Today the pass must be guarded carefully, for it is one of the main routes by which invading Orcs and Goblins move westward from their lairs in the east. The Dwarfs of Karak Kadrin guard the Peak Pass against intruders.

Karak Kadrin is the home of fierce Dwarf clans who have set themselves the task of keeping the pass open, and it has never fallen, despite being besieged on many occasions. Karak Kadrin remains a wealthy centre for trade with the outside world, standing as it does overlooking the eastern part of the Empire and Kislev.

In times past the king of Karaz-a-Karak, a proud individual named Baragor, suffered some terrible loss which drove him to become a Slayer, one of the cult of dishonoured Dwarfs who seek out death by fighting large and powerful monsters. However, as king his responsibilities to his kin could not be put aside, and so he remained as Lord of Karak Kadrin and did not

disappear into the wilderness to find death. He became the first Slayer King, and because he was unable to seek death personally he encouraged other Slayers to come to Karak Kadrin. He built the Shrine of the Slayers and collected tales of famous Slayers, paying the most talented bards to compose epic songs to commemorate their deeds. Since that time his descendants have been known as the Slayer Kings, and all carry the burden of the unfulfilled vow made by their ancestor. The current Slayer King of this tough and enduring stronghold is King Ungrim Ironfist.

KARAK EIGHT PEAKS

In its heyday the city of Karak Eight Peaks was the most important of all the southern holds. Its countless halls and galleries, mines and tunnels, shrines and temples almost rivalled those of Karaz-a-Karak in splendour. Its original Dwarf name was *Vala-Azrilungol* which means 'Queen of the Silver Depths'. The city was built in a great natural amphitheatre ringed by eight high peaks: Karag Zilfin, Karag Yar, Karag Mhonar, Karagril (also called Silverhorn), Karag Lhune, Karag Rhyn, Karag Nar and Kvinn-Wyr (which means 'The White Lady'). Not only was the city difficult to approach, protected as it was by eight lofty, snow-clad mountains, but its fortifications were formidable. The walls encompassed a vast area, but there was even more below the surface of the rock than stood above: great vaulted courts and plazas, deep mines and the tombs of kings.

Karak Eight Peaks fell about two and a half thousand years ago, when hordes of Orcs and Goblins attacked from above and Skaven invaded from the tunnels below. The loss of this ancient and powerful hold was a terrible disaster for the Dwarfs and signalled the end for all the southern holds with the exception of Karaz Azul. After sealing up the sacred shrines of their ancestors and what treasures they could not save, the Dwarfs finally abandoned the city. The caverns were left to the hideous things that crawled and bred in the depths, and the mountains were abandoned to the Goblins.

In the centuries following the fall of Karak Eight Peaks the Dwarfs sent many expeditions to try and recapture the hold. Some went only to explore or recover relics but all dreamed of one day returning to the home of their ancestors. Such was the fame of Karak Eight Peaks and its treasure that not all of these adventurers were Dwarfs. Some were men from the western realms come to seek fame and fortune amongst the ruins of the Dwarf Empire.



In recent times a Dwarf Lord called Belegar, a direct descendant of Lunn the last King of Karak Eight Peaks, led a partially successful expedition back to the city. He reoccupied the citadel above ground, and has since fortified and strengthened its defences. From this base the Dwarfs have descended into some of the old mines, bringing back lost treasures from the past. However, the

Dwarfs control only a tiny part of this once great city, and they are surrounded by their enemies. The Dwarfs live in a state of perpetual siege and it is by no means certain that they will survive. Perhaps one day the Dwarfs will truly reconquer the ancient city of their ancestors, but for the time being they are lucky to maintain the most fragile of toe-holds amongst the ruins.

KARAK AZUL (IRON PEAK)

The name of this famed stronghold means 'Iron Peak' in the Dwarf language. The richest deposits of iron in all the Worlds Edge Mountains lie around Karak Azul. Other metals occur here too as well as gems in great quantity. The stronghold has become a centre of metalworking where some of the most skilled Dwarf weaponsmiths practice their art. Several of the stronghold's ancient clans claim direct descent from Grungni himself, the great Ancestor God.



Karak Azul is the last of the once great southern holds to remain under Dwarf control. Over the centuries the other holds fell to the Goblins or were invaded by Skaven, but Karak Azul has endured, thanks in no small part to the determination and skill of its weaponsmiths. These days Karak Azul supplies armaments to all the Dwarf holds and there are few weapons that can match the keenness of a blade made by its craftsmen. Many rune weapons are forged here where the secret art of runes is well understood. Weapons are carried out through hidden mountain trails and along the Underway to supply beleaguered outposts throughout the Worlds Edge Mountains.

BARAK VARR

Barak Varr means 'Sea Gate' in Khazalid, the Dwarf tongue. Barak Varr is unique in that it is the only Dwarf stronghold located on the coast, its tunnels and caverns carved into the towering sea cliffs of the northern Black Gulf. Caves carved back in to the rock carry the waters of the Black Gulf deep under the cliffs. Here, in vast water-filled caverns, the Dwarfs harbour their fleet. Dwarfs don't much like the sea or water, and their ships reflect their unease. Unlike the graceful ships of other races their craft are made from iron, and constructed very much like fortresses. With little patience for vagaries of the wind or tide, the Dwarfs propel their ships with paddles driven by pounding steam boilers.

Barak Varr is the most cosmopolitan of the Dwarf cities. Traders from every realm intermingle in its harbours, bringing goods from as far away as Araby and Cathay. The goods are carried up Skull River by the Dwarf ships, and then up through the Old Dwarf Road to Karaz-a-Karak and beyond. The Border Princes benefit greatly from the Dwarf domination of Blood River Valley, which would otherwise have been the front-line against the Orc onslaughts.

LOST REALMS OF THE DWARFS

There were once many Dwarf outposts all over the Worlds Edge Mountains, including mines, fortresses and small strongholds. Many of them were destroyed during the fall of the Dwarf Empire. Ruins of Dwarf settlements litter the mountains, and many have been occupied and partially rebuilt by Orcs, Goblins, Skaven, or human bandits. The most important of these Dwarf ruins are the fallen strongholds described below. Once these huge strongholds were the centres of sprawling realms with outposts, mines and fortresses all around them.

KARAK DRAZH (BLACK CRAG)

In ancient times Karak Drazh was one of the largest Dwarf strongholds. It was built at the western entrance to Death Pass, and its mines spread throughout and under the pass and its surrounding mountains. Its people were very wealthy on account of the rich veins of metal ore and gems that lay under their stronghold. Karak Drazh survived the initial upheavals which divided the Dwarf Empire of old, and remained the second most powerful stronghold south of Mad Dog Pass after Karak Eight Peaks.

Together with Karak Eight Peaks, Karak Azgal and Karak Azul, Karak Drazh formed one of the group of strongholds known as the southern holds. The Dwarfs of these strongholds regarded themselves as distinct from their northern neighbours, their holds were older (and therefore better) and their clans could claim some of the most famous antecedents. Karak Drazh eventually fell to

the Orc Warlord Dork who occupied it and converted it into the most powerful Orc fortress in the Worlds Edge Mountains. Today it is known as Black Crag and its loss stands as one of the great unavenged wrongs in the Great Book of Grudges.

KARAK VARN (CRAG MERE)

Karak Varn was hewn out of the cliffs overlooking Black Water. The mountains around the stronghold are loaded with strata of unique and extremely precious minerals including the highly prized meteoric iron the Dwarfs call gromril. This exceptionally hard metal is forged into the best swords, axes and armour. For centuries Karak Varn prospered and Dwarfs flocked to its halls. The mines beneath the stronghold became ever deeper and more extensive, until the cliffs overlooking the lake were honeycombed below the water level. During the disastrous upheavals that ended the great days of the Dwarf Empire Karak Varn was struck by a devastating earthquake. The waters of the lake poured into the lower workings through fissures in the rock. Thousands of Dwarfs perished and a great hoard of treasure was washed away.

Amidst the ruin and destruction the Skaven attacked from beneath, and Orcs from the surface. Trapped between these two implacable foes the Dwarfs of Karak Varn stood no chance. Some fled, but most died defending their stronghold against its inevitable doom. The city was abandoned, and it remains uninhabited to this day except by trolls and other wild monsters. It is now known as Crag Mere, a dangerous ruin of tunnels and broken halls in which the treasures of the Dwarfs lie undisturbed from the dark days of ruin. Adventurers sometimes penetrate its depths, and some return to tell tales of horror and riches, but most are never seen or heard of again. Dwarf prospectors are lured back to the ruined stronghold by the promise of gromril. Expeditions frequently brave the terror of the dark to penetrate the deepest tunnels in search of the precious metal. The Dwarfs have devised ingenious diving machines for exploring the deepest and richest workings which are permanently flooded. Needless to say, this is done in the face of the most vicious opposition from the Skaven and other vile creatures which now dwell in the depths of Crag Mere.

KARAK UNGOR (RED EYE MOUNTAIN)

Karak Ungor was the first of the Dwarfs' main strongholds to fall to the Orcs. This was nearly four thousand years ago, and since that time the Night Goblins of the Red Eye tribes have made it their home. Amongst men the ancient stronghold is known as Red Eye Mountain.

Karak Ungor means 'Delving Hold' in Khazalid and is so called because of the vast network of deep caverns beneath the mountain. The mines here are the deepest in the old Dwarf realm. The Dwarfs dug very deep to reach the rich veins of rare and precious metals in the great fault line which lies beneath the Worlds Edge Mountains. Some say the Dwarfs of old burrowed so deeply and created so many caverns that they forgot exactly where their tunnels all led. In the end Night Goblins found their way in through unguarded and abandoned workings. By the time the Dwarfs were alerted, it was too late. One by one the tunnels fell and were abandoned to the enemy. Eventually the Night Goblins swarmed into the stronghold itself, forcing the last remaining Dwarfs to abandon the city to its fate.



KARAK AZGAL (DRAGON CRAG)

During its heyday this stronghold was known as *Karak Izril*, the City of Jewels, but today the Dwarfs refer to the deserted ruins as Karak Azgal, which means 'Hoard Peak', while men know them as Dragon Crag. The stronghold held out for many centuries along with Karak Eight Peaks, Karak Drazh and Karak Azul, withstanding massive Goblin invasions and constant pressure from Skaven in the depths. When Karak Eight Peaks fell, all the southern holds found themselves vulnerable.

Skaven poured up through the tunnels below Karak Azgal while Orcs plundered and destroyed the upper levels. Desperately outnumbered, the Dwarfs eventually had to give up the fight. Orcs rampaged through the city looting and destroying, but did not find many of the city's treasures which the Dwarfs had carefully hidden. The Orcs abandoned the stronghold in disgust and went on to destroy Karak Drazh.

Although the most northerly of the major Dwarf realms is Karak Kadrin, there used to be a further stronghold situated south of the High Pass in the border mountains between Kislev and the Kislevite valleys on the Farside. Karak Vlag was famed for many things, but mostly for the vast quantities of iron ore that lay under its granite peaks. The blacksmiths of Karak Vlag were the best in all the Dwarf realms. The iron gates of the stronghold were a wonder to behold, with wrought iron dragons interwoven with scenes of battle, portraying the olden days when the Dwarfs beat off dragons to take the mountain for their own.

The stronghold was said to be the most strongly fortified in the Worlds Edge Mountains. Its approach was protected by watchtowers built into rocky pinnacles and linked together by hidden stairways through the rock. Even inside the stronghold the main corridors were each covered by a huge iron portcullis that the Dwarfs could raise or lower to secure every separate part of the stronghold.

The kings of Karak Vlag had need of such security, for they lived in the wildest, most dangerous part of the Worlds Edge Mountains, thick with Chaos warbands and huge monsters. During the Great War against Chaos the warping influence of Chaos spread south and enveloped Karak Vlag, cutting off the hold from the rest of the world. When Dwarfs returned after the retreat of Chaos they could find no trace of Karak Vlag. The entire stronghold had disappeared, as if it had never existed.

The true fate of Karak Vlag may never be explained. Perhaps it was sucked through into the Realm of Chaos, its inhabitants forced to suffer the attentions of daemons for eternity. Maybe it was transported to some far flung place or time, perhaps to the very Daemon worlds themselves. Probably no-one will ever know the truth. When the fate of Karak Vlag comes up in conversation, Dwarfs fall strangely silent, each burdened with his own worse fears.

Shortly after the destruction of Karak Azgal the dragon Graug the Terrible tunneled through the ruins and somehow smelled out the hidden treasure hoard. It is well known that dragons decorate their craggy nests with glittering things to attract a mate. This dragon sat upon the ancient hoard for many years, driving out other monsters and dooming all attempts to reoccupy the stronghold. As the dragon grew older and bigger, so the mound of treasure grew with the artefacts which the dragon gleaned from the scorched ruins. Rumours of the enormous size of the dragon's hoard began to attract adventurers from the Empire and Bretonnia who sought to slay the dragon and claim the treasure.

The Dwarfs of the jewellers' guild claimed title to their ancient treasures and sent many expeditions of their own to secure the treasure. Eventually a young Dwarf called Skalf, later known as 'the Dragonslayer', penetrated the dragon's secret bower and discovered the high heap of gold, liberally scattered with the tarnishing armour and mouldering bones of Bretonnian knights. The dragon was sleeping, and awoke at the very instant that Skalf's gromril runeblade cleft the horny scale hide of his throat. Runes glowed in dragon's blood and gold scattered about the dark vault as the monster lashed out in his death spasm.

Since those days the stronghold has become a prime target for treasure hunters and fortune seekers. The tunnels are full of Goblins, Skaven and other, more dangerous monsters, but now the dragon is gone it is possible once more to search for gold amidst the ruins. The descendants of Skalf Dragonslayer have set up residence in a small fortress outside the stronghold's main entrance. Kargun Skalfson claims the overlordship of the entire hold but has never succeeded in establishing his rule over the ruins themselves. Instead he encourages adventurers to come and search the ruins, and exacts a toll on the treasures they uncover.

THE WILD MOUNTAINS

The Dwarf strongholds are enclaves of order amongst the barren wilderness of the mountains. There are still many Dwarf settlements that lie outside the main strongholds, but these are small outposts and fortresses which pale into insignificance beside places like Karaz-a-Karak. Some of the most important mountain areas are described below.

BLACK WATER

In the Dwarf tongue of Khazalid this vast lake is known as *Varn Drazh*, which means 'Black Water', and this is the name by which it is known to men. The lake is formed from a vast crater filled with the melt-water of the surrounding mountains. In the ancient past a meteor crashed from the sky to pound this huge gaping crater out of the rock. All around the shores are to be found valuable metal ores, including the much prized meteoric iron known as gromril, from which the hardest blades and armour are forged. Strongholds were founded around Varn Drazh to mine the meteoric metals, and also to harness the mountain torrents which gush from the lake. These raging waters wash the ore extracted from the mines and drive huge water wheels which in turn power the drop-hammers in the great subterranean forges. The lake itself is black and deep, and inhabited by dark and ancient monsters.

BLACK FIRE PASS

This pass is called *Haz-Drazh-Kadrin* by the Dwarfs, but is more widely known as Black Fire Pass. It takes the form of a deep chasm through the Black Mountains, formed when volcanic eruptions rent apart the mountains in the distant past. Now the chasm is an eerie cleft of twisted lava and high black cliffs of polished volcanic glass. Strange black vapour blows from vents at the base of the cliffs. The pass is a favourite route through the mountains for invading Orc hordes and is also the principal route between the Empire and the sparsely settled lands of the Border Princes. An ancient Dwarf road leads through the pass on its way to Karaz-a-Karak.

MAD DOG PASS

The Dwarfs call this pass through the Worlds Edge Mountains *Varag Kadrin*. It is a common route through the mountains for tribes of Orc and Goblin raiders from the eastern side of the Worlds Edge Mountains and the Dark Lands beyond. In the days of the Dwarfs' greatest power this was the chief thoroughfare through to the eastern side of the mountains and the isolated mines of the Dark Lands. Today the Dwarfs use the pass only occasionally, for it is studded with the fortresses of Night Goblins and its steep sides are riddled with their tunnels.

VOLCANOES

During the fall of the Dwarf Empire the Worlds Edge Mountains were shattered by earthquakes and riven by volcanoes. Huge cracks opened up and whole settlements were swallowed into the bowels of the earth. Boiling steam and molten rock poured through the lower galleries of many Dwarf strongholds, slaying thousands and sealing up areas forever. Since that time the mountains have become quiet, but there are still a few volcanoes which sometimes erupt and cause havoc in the lands about.



The southern part of the Worlds Edge Mountains is far more temperamental than the north. There are three large volcanoes, although there are many smaller ones. The whole area is subject to minor earth tremors, and the Dwarfs often find their mines damaged or destroyed as a result. The three large volcanoes are called Karag Haraz, Karag Dron, and Karag Orrud. Amongst men these are known as Fire Mountain, Thunder Mountain, and Red Cloud Mountain.

Volcanic activity in this region continually throws up new riches from the depths of the world. Enterprising Dwarf prospectors and miners come here to seek and extract the treasures of the earth, but mines and mining settlements are frequently destroyed by volcanic explosions or buried beneath ash or lava. Even in the face of this danger, the lure of wealth draws a constant stream of young Dwarfs from the faraway strongholds of the north.

THE UNDERWAY

In the great days of the Dwarf Empire all the largest strongholds were linked by underground roads hacked through the solid rock. This complex system of tunnels is called the Underway or *Ungdrin*. From the main tunnel, other smaller tunnels led off to individual mines, forts, watchtowers and outlying strongholds. Nowadays the system lies in ruins. It was partly destroyed by the massive eruptions which brought the Dwarf Empire to its knees. The tunnels were invaded by Skaven and Goblins, and many of the subsidiary branches were lost to these or other creatures. Over the years some parts of the tunnels have collapsed or become dangerous.

Today the Ungdrin is unsafe. Not only is it prone to rockfalls but its length is often broken by chasms and pits which open up unexpectedly. Monsters of all kinds lurk in even the broadest and most structurally sound sections, and there are many Night Goblins living amongst the tunnels.

In recent years, routes through to the still-inhabited strongholds and outposts have been cleared and partially repaired. Although still dangerous, the Dwarfs are able to travel through the tunnels once more, although they only do so in large numbers and fully armed. Dwarf expeditions are frequently despatched to explore and clear further sections of the old system. This is a continual battle, and one which faces constant setbacks and defeats. None-the-less, the Dwarfs are gradually opening up some of their ancient mines and rediscovering once more the abandoned treasures of their ancestors.

According to Dwarf legends the long lost stronghold of Karak Zorn lies in the far south of the Worlds Edge Mountains, deep in the heart of the Southlands.

Whether the stronghold exists, or even if it ever existed, is uncertain, but details of its fabulous treasures and the incredible wealth of its kings are often discussed over a few pints of Dwarf ale. If tales are to be believed Karak Zorn is carved from a mountain of gold. Its massive gates of ivory are bound with red copper. Rubies and diamonds are so common that they are used as minor units of currency instead of small coins. Supposedly, the stronghold is surrounded by steaming jungles full of fearsome creatures and hostile Orcs.

Maps circulate purporting to show the location of Karak Zorn, but most are wildly different and look distinctly conjectural. Sometimes gullible adventurers pay good money for such maps, much to the derision of hardened adventurers who know better. Expeditions have never succeeded in finding the lost stronghold, but tales persist of explorers who find the place by accident but who never seem able to retrace their steps, describe their route, or provide any convincing proof to back up their wild stories. To date Karak Zorn remains a fable, but perhaps one day a haggard Dwarf explorer will solve what has remained the most perplexing mystery in all the Dwarf realms.

OUTSIDE THE WORLDS EDGE MOUNTAINS

The Dwarfs have always had settlements in other mountains, but none as large or prosperous as those of the Worlds Edge Mountains. The old mines at Ekrund in the Dragonback Mountains once rivalled the great strongholds, and the Dragonback Dwarfs became wealthy and powerful. Today there are a few prospectors who venture into these regions, but the old mines are occupied by Orcs and the Dragonback Dwarf clans are scattered. Other lands the Dwarfs have settled include the Black Mountains, the Grey Mountains, the Vaults, and Norsca. Many Dwarfs have settled in human lands and, to a degree, adopted the ways of men.

THE BLACK MOUNTAINS

Perched high above the world in the Black Mountains can be found Dwarf mines and trading outposts, small holds, and valley settlements. These regions were settled slowly, and only grew in relative importance after the fall of the old Dwarf Empire. They are not linked to the Underway, but are approached by treacherous mountain passes and cliff-hanging tracks. Rich deposits of precious metals and iron are found here, but there are fewer lodes of the rarer metals and gems. None of these settlements have become wealthy or powerful enough to rival the great strongholds of the Worlds Edge Mountains. However they are closer and more accessible to the markets of the Empire and Tilea and act as trading centres for Dwarf work brought from further east.

The chief of these holds is *Karak Hirn* or Hornhold, so called because the winds blowing through an especially large cavern act like a mighty warhorn, sounding a frightening blast throughout the mountains. The Dwarfs have exploited this natural phenomenon by constructing additional sounding chambers, and massive doors which they can open and close to change the pitch and duration of the sound. By lighting fire in the depths they can draw air through the system to create noise when they wish. The mountain horn is used to signal to outlying settlements, summon warriors, and frighten away simple creatures such as trolls.

THE GREY MOUNTAINS

Although there are scattered communities of Dwarfs living under the Grey Mountains they have never been very numerous or wealthy. The Grey Mountains are not blessed with the mineral deposits which especially attract Dwarfs and what little ore there is is hard to mine. As a result, the Grey Dwarfs, as the inhabitants of this region are called, tend to be poor and rather simple in their tastes. Young Grey Dwarfs are likely to leave their lands and travel east in search of riches, and many become fierce prospectors and adventurers. The largest stronghold is *Karak Norn* which lies in the mountains above the Loren forest.

THE VAULTS

These deep ice-cut valleys and towering heights form the junction between the Black Mountains and the Grey Mountains. There are rich loads of iron, copper, tin and other metals here and consequently some of the biggest and deepest mine workings outside the Worlds Edge Mountains. Many clans came here after the fall of their



strongholds in the east, including a lot of the Dragonback Dwarfs. The valleys offered them seclusion from the outside world where they could work, remember the past and plan their ultimate return. The valleys and chasms are so difficult to reach that few evil creatures bother the Dwarfs of these highland areas. The most important stronghold in this area is *Karak Izor*, which is known to men as Copper Mountain.

NORSE DWARFS

Dwarfs entered the mountains of Norsca so long ago that over the centuries they evolved a culture and language slightly different from that of the Dwarfs that lived further south. In many ways they resemble the mannish folk of Norsca in their expressions, arts and temperament... or perhaps it is the Norse who have been influenced by the Dwarfs.

There are several great and strong Norse Dwarf strongholds in the mountains of Norsca, including *Kraka Drak*, the renowned Dragon Hold. Here the Dwarfs mine for iron and precious metals, and prospect along the coastline for amber.

EXPATRIATE DWARFS

Dwarf smiths and merchants may be found in their own quarters in the cities of the Empire, Bretonnia, Kislev and elsewhere in the Old World. Three things lead to Dwarf settlements in foreign lands. One is the lure of gold which attracts Dwarf artisans to human lands where their work commands a high price. Another is the Dwarf code of honour which forces into exile any Dwarfs who have fallen out with their kinsmen, their lord or who have fallen foul of some long-standing grudge. Such exiles set up home far away in foreign lands, and if their offence is irredeemable they might become renegades. Finally, there are the refugees from the many lost and fallen strongholds and fortresses of the mountains. Such Dwarfs may be encountered throughout the Old World, and the burden of the past will certainly always weigh heavily down upon them.

A DWARF HISTORY

The Dwarfs invented their runic script long ago and have used it to make exacting records of their discoveries and dealings ever since. Each stronghold has always maintained its own library of history, written by scribes and concerned mostly with the affairs of that particular stronghold. Over the years some of these huge books have been lost, or badly damaged, but even so the history of the Dwarfs is extremely long and thoroughly documented compared to that of the tribes of Men. Of particular importance is the Great Book of Grudges in Karaz-a-Karak, which is basically a record of long-standing vendettas! The Great Book of Grudges is merely one of many books of this kind, for every stronghold

keeps its own Book of Grudges, every Dwarf clan and Guild has its own too, and even families often keep written records of ancient disputes with their neighbours. The wealth of historical detail these books contain is enormous and far too great to be summarised in any detail here. The following historical overview describes only a limited selection of important events, or events which have been considered of particular interest. The Dwarfs employ a recording system based on the founding of Karaz-a-Karak, but dates from the more commonly used Imperial Calendar are given in the following descriptions.

Imperial Year

Before
-4500

The Time of the Ancestor Gods. No written records of these times survive but legend relates that the Dwarfs began their slow colonisation of the Worlds Edge Mountains about the Imperial year -5000. This age came to a close with the coming of Chaos, the disappearance of the Ancestor God Grimnir into the Chaos Wastes, and the disappearance of the other Ancestor Gods shortly afterwards. Dwarf tradition holds that Grimnir closed the mighty Chaos Gate after battling with the Chaos Gods thereby saving the world from certain doom. Shortly before Grimnir's disappearance the Dwarfs and High Elves meet for the first time, and friendly relations are established between the two races.

-4119

In this year Malekith of the High Elves and Snorri Whitebeard the High King of the Dwarfs combined their mighty armies and finally drove out the last remnants of Chaos from the Old World. Afterwards trade between the Dwarfs and Elves flourished and the Dwarfs founded many new strongholds.

-2839

The High Elf Phoenix King Bel-Shanaar visits the newly founded Dwarf stronghold of Karaz-a-Karak where he is made welcome by the aged but venerable Snorri Whitebeard. The two great kings swear an oath of friendship, and Malekith remains in Karaz-a-Karak as his king's ambassador. For a while Elves and Dwarfs prosper, until the Elves are drawn back to Ulthuan where civil strife is tearing their land apart.

-2188

After many centuries the Elves return once more to the Old World. The Dwarfs learn of the civil war amongst the Elves and the treachery of Malekith. The two races begin to trade once more. Bargains are struck and Dwarf craftsmanship reaches new heights of ambition and accomplishment.

Imperial Year

-2005

The Great Betrayal mars relationships between Dwarfs and Elves. Dwarf traders are ambushed and murdered, Dwarf settlements are plundered and honest Dwarf craftsmen cheated of their gold. The Dwarfs believe the Elves are to blame. Their attackers are in fact Dark Elf raiders sent by Malekith to sow dissent between the two races. Many Elves are slain by Dwarf travellers believing themselves under attack. The Elves retaliate in kind. Soon both sides begin to muster their armies.

-1997

Dwarf High King Gotrek Starbreaker sends an ambassador to Ulthuan in a last ditch attempt to prevent a war. Dwarf demands for fair recompense for Elf hostilities are met with arrogance and the ambassador is thrown out. As a final insult the Elves shave off the Dwarf ambassador's beard, and it is from this incident that the following war takes its Elf name of the War of the Beard. The Dwarfs, not a people to take such matters lightly, refer to the conflict as the War Against the Elves, or the War of Vengeance.

-1974

Snorri Halfhand, son of the High King, is slain by King Caledor II after challenging the Elf to single combat.

-1968

Morgrim, cousin of Snorri Halfhand, kills the Elf Lord Imladrik at the battle of Oeragor.

-1948

The Elf city of Athel Maraya is burned to the ground by a Dwarf army led by Morgrim.

-1560

The Battle of Three Towers at the gates of Tor Alessi. The Dwarfs defeat the Elves in a cataclysmic battle for mastery of the Old World. Gotrek Starbreaker kills the Phoenix King Caledor II and takes the Phoenix Crown as recompense for the many wrongs suffered by his people. The High Elves abandon their cities and sail back to Ulthuan or retreat into the woods of Loren.

**Imperial
Year****-1500**

After the end of the War of Vengeance the Dwarf Empire enjoys only a few years of peace before the Worlds Edge Mountains are riven by earthquakes and volcanic eruptions. The Dwarfs refer to this disaster and ensuing period of anarchy as the Time of Woes. The records of many strongholds are lost or disrupted for a time, and even the Great Book of Grudges in Karaz-a-Karak falls strangely silent.

From what records remain it is clear that many Dwarfs were slain and countless mines and small settlements destroyed. Even the larger holds were badly damaged as great rents opened in the earth and whole levels were swamped with molten lava. The Underway is partially ruined and blocked in many places, cutting the strongholds off from one another.



The following period is known as the time of the Goblin Wars, although if truth be known the Dwarfs' foes included Orcs, Ogres, Trolls, Skaven and all manner of other evil creatures. These came in the wake of the disaster, invading strongholds and destroying what little the earthquakes had left intact. The first hold to fall is Karak Ungor in the Imperial year -1500. This hold is taken over by Night Goblins and known thereafter as Red Eye Mountain.

-1499

Karak Varn, already flooded when earthquakes split the rock apart allowing water into the lower workings, is destroyed by Skaven and Night Goblins.

-1498

The mines at Ekrund are seized by Orcs after months of heavy fighting by the vastly outnumbered Dragonback Dwarfs. In this year and afterwards the watchtowers of Mad Dog Pass are abandoned or seized by Goblins.

-1457

The gold mines at Gunbad fall to the Night Goblins after many years of sporadic fighting. Gunbad was the largest and richest mine in the Worlds Edge Mountains and the unique source of Brynduraz or Brightstone, a brilliant blue crystal rock much valued by Dwarf craftsmen.

-1387

Beginning of the Silver Road Wars. Battle rages around Mount Silverspear, the richest remaining Dwarf mine.

-1367

Mount Silverspear is taken by the Orc Warlord Urk Grimfang who fortifies the mines still further and renames his conquest Mount Grimfang, a name it has borne ever since.

-1362

The Dwarfs abandon the last of their mines and smaller settlements in the eastern part of the Worlds Edge Mountains.

**Imperial
Year****-1250**

About this time the volcano Thunder Mountain, long quiet since the Time of Woes, erupts once more driving Orcs, Goblins and Trolls northwards. They attack Dwarf prospectors and miners. The settlements of Valhorn and Budrikhorn south of Karaz-a-Karak are destroyed by rampaging Trolls. The following attempts to contain and drive out these creatures are known as the Troll Wars.

-1245

King Morgrim Blackbeard leads his forces southwards. After several pitched battles he drives away the Orcs and other evil creatures from the mountains north of Mad Dog Pass. Another Dwarf army led by Logazor Brightaxe heads east and succeeds in recapturing Mount Gunbad, but is forced to abandon the mines when Orc reinforcements arrive. Mount Silverspear is attacked by the Dwarfs, but the army is compelled to return westward when a horde of Trolls and Ogres moves towards Karaz-a-Karak. The horde is successfully repulsed from the Dwarf capital and the bodies of many Trolls piled into a huge mound and burned. Over the following three hundred years the Dwarfs continue to re-establish their hold over and under the mountains. The Underway is partially cleared in places, and some minor settlements retaken. The tombs of ancestors destroyed in the Time of Woes are refurbished.

-1185

An expedition led by Runesmith Kadrin Redmane clears the ruins of Karak Varn, driving the Skaven down into the deepest Underhalls. He discovers a rich vein of gromril and petitions the High King to allow him to resettle the old stronghold. Miners flock to Karak Varn and gromril begins to flood into the High King's coffers.

-1136

Kadrin Redmane is ambushed and killed beside the shore of Black Water while leading a mule train of gromril ore to the High King. Kadrin slays thirty-six massive Orcs before he sustains a mortal wound and falls. His last act is to throw his rune hammer far out into the Black Water to prevent it falling into the hands of the enemy. Following Kadrin's death the Dwarfs' hold on Karak Varn becomes increasingly tenuous, until they are eventually driven out by Skaven. Karak Varn once more falls into the hands of the Dwarfs' foes.

-975

Battle of a Thousand Woes. King Skorri Morgrimson leads a massive Dwarf army northwards in an attempt to recapture Karak Ungor. The Dwarfs clear their enemies from the southern valley and gate, but are ambushed and driven back when they attempt to enter the stronghold itself. A few Dwarfs, including Furgil, Skorri's youngest son, manage to infiltrate the lower halls, but they do not return. Skorri leads the remnants of his army back to Karaz-a-Karak and dies shortly afterwards.

**Imperial
Year**

-750 Karak Azgal is attacked by Goblins. They are repulsed after heavy fighting but go on to attack Karak Azul where they manage to gain a foothold in the western halls and lower regions. The Dwarfs continue to fight and slowly gain the upper hand, expelling the invaders only after many valiant defenders have been slain.



-740 Karak Azul is finally purged of Goblins.

-720 First reported sighting of the dragon Skaladrak Incarnadine, later to spawn many powerful dragonkin including Graug the Terrible.

-701 Miners working in the depths of Karak Eight Peaks break into a Skaven tunnel. Many Skaven are slain before the Dwarfs discover the extent of the Skaven burrows.

-650 Baragor, the first Slayer King, dedicates the great Shrine of Grinnir in Karak Kadrin. He takes the name of Ungrim which means 'oath-bound' or 'unfulfilled oath'. His descendants bear the name to this day.

-513 The fall of Karak Eight Peaks. Over a period of more than a hundred years the number of Goblins and Skaven had increased in and around the Dwarf stronghold until even daily life became a constant battle for survival. The Dwarfs found themselves driven into an ever diminishing realm as one after another of the eight peaks fell to the invader. The end comes suddenly. Skaven poison the wells and use noxious gases to choke the Dwarfs. In the final moments King Lunn orders his followers to rune-seal the tombs of the Kings of Old and the hold is abandoned. The King and remaining Dwarfs vow to return and claim their own one day.



-469 Karak Azgal is attacked and destroyed by Orcs and Goblins. Encouraged by their easy victory the greenskins move on to attack Karak Drazh. Karak Drazh falls after a long battle and is taken over by the Orcs and renamed Black Crag. Over the following years the lands between Mad Dog Pass and Fire Mountain are taken over by Goblins save for the Dwarf stronghold of Karak Azul. Karak Azul is besieged but holds out, the number of its defenders having been swollen by the influx of Dwarfs from the lost strongholds. This is a sad time for the Dwarfs. Many nurse bitter memories of defeat and humiliation.

**Imperial
Year**

-380 Orc Warlord Ugrok Beard Burner leads the Orc hordes northwards and attacks Karaz-a-Karak. Many smaller settlements are destroyed, countless mines are overwhelmed and many Dwarfs die. The Dwarf High King, Logan Proudbeard, is captured by the Orcs and suffers great humiliation at the hands of his tormentors. Driven into a fury by the seizure of their King, the Dwarfs, led by Gorazin Silverhorn, finally drive the Orcs away from the capital. Orc armies continue to rampage throughout the Dwarf realms until the following year when the Orcs are defeated at the battle of Black Water.

-250 About this time the Dwarfs intensify their trading contacts with the tribes of Men in the lands that are to become the Empire. Men are poor craftsmen and learn comparatively slowly.



-15 A trading convoy from Karaz-a-Karak is ambushed on its way to the Grey Mountains. King Kurgan Ironbeard is captured by the Orcs but is later rescued by Sigmar, prince of the Unberogen tribe. This is to prove a fortuitous event, for the friendship between Sigmar and Kurgan Ironbeard will blossom into the great alliance between the races of Dwarf and Men. In gratitude for his rescue the Dwarf king gives Sigmar the rune hammer Ghal Mharaz, an ancient heirloom of his clan.

-1 The Battle of Black Fire Pass. This battle is the culmination of a long campaign waged by the Dwarfs and Sigmar. The greenskins are gradually driven from the lands west of the Worlds Edge Mountains and many Orcs and Goblins are destroyed or flee into the mountains. At the Battle of Black Fire Pass a massive Orc army is destroyed by the combined forces of Sigmar and Kurgan Ironbeard, ending the domination of the land by the Orcs. Afterwards Sigmar becomes the first Emperor of a united Empire.

The creation of the Empire opens up a new age for the Dwarfs. Many Dwarfs travel to the Empire where they help the humans build their first cities. Dwarf masons, carpenters and smiths are much in demand, and Dwarf workmanship is everywhere admired. As the Empire grows the Dwarfs and Men establish valuable trading contacts and prosperity returns once more to the Dwarf realms. Dwarf and human armies keep the Orcs and Goblins at bay. Several expeditions are mounted to reclaim lost strongholds, but none come to anything.

Imperial Year

- 287 Dwarf miners discover the nest of the dragon Mordrak in the mountains south of Karak Azul.
- 657 Thori Gundrikson discover gromril in the caves west of Black Water. The Dwarfs excavate substantial tunnels and extract great quantities of the ore over the following years. The mines are eventually destroyed by Skaven intruders, but not until the gromril is almost exhausted.
- 662 The discovery of the Lost Heartstone of Aldin Getgold in the Dragonback Mountains by Dorin Heldour and Katalin Kandoom.
- 684 The restoration of the Axe of Dail by Dorin Heldour and Katalin Kandoom. The axe is discovered deep in the ruins of Karak Varn and is recovered and brought back to King Finn Soursowl in Karaz-a-Karak.
- 685 Dorin Heldour brings the skin of the dragon Fyrskar to Finn Soursowl. Heganbor the Runesmith fashions the skin into a cloak engraved with potent runes.
- 742 Dorin Heldour and Katalin Kandoom rescue Elmador and Oldor Finnson from the dungeons of Black Crag. Elmador later becomes High King.
- 892 In this year Kragg the Grimm forged the Rune of Stone under the eye of his master Morek Furrowbrow. He was to become the greatest and most long-lived Runesmith of his age.
- 1032 Skalf Dragonslayer slays the dragon Graug the Terrible and claims the kingship of Karak Azgal. The hold remains infested by Goblins, Skaven and other monsters, and the Dwarfs make no attempt to recapture it. Skalf and his descendants establish a town in the valley below the old entrance.
- 1111 The Black Plague sweeps the Old World. The Dwarfs seal their strongholds. The Skaven rise from the depths and attack the Dwarf strongholds in vast numbers, but the Dwarfs hold out despite many casualties.
- 1420 The lands around Karak Kadrin are tormented by the great dragon Skaladrak Incarnadine.
- 2010 The Battle of Hunger Wood. The Dwarfs fight many battles alongside the Empire in the Wars of the Vampire Counts. They take part in the Night Siege of Castle Tempelhof and the defeat of the Vampire Countess Emmanuelle.
- 2205 Battle of Black Falls. A Dwarf and Goblin army meet on the shores of the Black Water. Dwarf High King Alrik and Goblin Warlord Gorkil Eye Gouger are slain while fighting along the rim of the Black Falls. The Goblin Warlord is mortally wounded by the Dwarf, but pulls his adversary to his doom over the falls. The Goblin army is routed into the icy water and most are swept over the falls and perish with their leader.

Imperial Year

- 2302 The Great War Against Chaos. Chaos armies pour down from the north, devastating the lands as they come. Karaz-a-Karak is attacked but holds out. The Dwarfs send troops to Praag, where Magnus the Pious lifts the siege.
- 2321 The Battle of Bloodwater Sound. After destroying the fleets of the human realms a Skaven fleet rampages along the coasts of the Old World looting and destroying. Dwarf Ironclads from Barak Varr seek out and defeat the Skaven in the Black Gulf.
- 2350 Engineers Guild Hall in Karaz-a-Karak is destroyed by explosions caused by Burlok Damminson and Sven Hasslefriesan's pressure vessel experiments.
- 2420 Goblin Warlord Grom rampages through the Worlds Edge Mountains, destroying tombs, mines and small settlements. Grom defeats a Dwarf army sent to oppose him at the battle of Iron Gate before heading westward into the Empire.
- 2473 Belegar, descendant of King Lunn, declares himself king of Karak Eight Peaks having arrived there and set up camp on the site of the old citadel. What had begun as a treasure hunting expedition turns into an attempt to recolonise the hold. The Dwarfs descend into the depths and recover many treasures, but are hopelessly outnumbered and live in a state of permanent siege.
- 2498 Battle of the Jaws. A Dwarf army heading south to reinforce Karak Eight Peaks is attacked as it moves through Mad Dog Pass. The Dwarfs, led by Duregar, destroy the attacking Orcs and move southwards. The Dwarf army is ambushed once more at the Battle at the East Gate of Karak Eight Peaks, but fights its way through to the stronghold with heavy losses.
- 2503 Karak Azul is attacked by Orcs led by Gorfang Rotgut. Orcs get inside by means of a forgotten tunnel, and pour through the hold looting and slaying. King Kazador's own family is caught defenceless in his throne room, and many are hauled off into captivity in the dungeons of Black Crag. The king's son, Kazrik, is shaven and left behind, nailed in place onto his father's throne as a final insult to the old king. The Orcs leave the stronghold and make their escape, carrying much loot and many captives back to Black Crag.
- 2510 Battle of Broken Leg Gulley. After ten years of constant raiding and pillaging, the Orc Warlord Gnashrak is defeated by King Ungrim Ironfist of Karak Kadrin.



MAGIC RUNES

Magic pervades the Warhammer World and permeates all things. It flows into the material realm from beyond the Chaos Wastes as an ever shifting flux of energy. This energy can be perceived and used by the races of the Warhammer World. Some races, such as Elves and Men, can use magic to cast terrifying and destructive spells. Dwarfs, on the other hand, are extremely resistant to magic and its influence, neither perceiving its presence nor feeling its effects.

Dwarfs have learned to use the power of magic in a different way, by incorporating it into magic items such as swords and armour. The Dwarfs are the greatest and most successful of all races when it comes to making magic items. Indeed, many of the most powerful magic weapons used by Elves and Men were made by the Dwarfs using their unique skills.

A Dwarf who makes magic items is called a *Runesmith*. As Dwarfs have no direct equivalent to a human wizard the Runesmith is a very important individual. The Runesmiths are an ancient guild of craftsmen. For thousands of years they have preserved the secrets of how to forge magic runes and how to make weapons, armour and other items of incredible power.

RUNESMITHS

Dwarf craftsmen are famed throughout the world for their skill but even they acknowledge the Runesmiths' superiority. Runesmiths belong to a craftguild of great antiquity. The guild is effectively a clan containing only a few ancient families whose skills and knowledge are passed down from generation to generation. Even these families jealously guard their secrets from each other, so that the knowledge of how to use certain special runes may reside in only one or two individuals throughout all of the Dwarf realms.



The ancient secrets of the Runesmiths have been passed down by word of mouth from the time of the Ancestor Gods. Each Runesmith teaches the basic skills of fire and forge to young members of his family, and he selects the most talented of these as his apprentice. Over the long

years the apprentice learns from his master how to make magic runes, and assists in the complex rituals that accompany the forging. Upon the death of his master, the apprentice not only inherits his master's role but his special ancestral name as well, thereby preserving an arcane tradition which is thousands of years old.

Runesmiths are extremely secretive about their knowledge, and it is not uncommon for a Runesmith to allow his knowledge to die with him rather than pass it on to an unworthy successor. Runesmiths rarely write down their lore in any form and when they do it is in the manner of a puzzle or riddle. They may imprint their knowledge into a stone or metal tablet or artefact, protecting it with magical keys which make it impossible for the unworthy to discover their secrets.

The more accomplished the Runesmith, the more secrets and the more runes he will know. Runesmiths devote years of their lives to the search for ancient secrets. If a Runesmith finds a weapon or artefact of great antiquity, he will examine it very carefully, looking for the lost runes of some ancient and fabled Runesmith, for their presence marks out a weapon as special and valuable beyond price. Many runes are completely invisible to the casual observer. Only another Runesmith would be able to recognise and follow a trail of clues which might lead to the appearance of the glowing form of a long lost rune.

Most of the great Runesmiths of the past are long dead and only their work and reputation remain. Many fell in the great war against the Elves, or to the Orcs and Goblins in the long struggle that followed the collapse of the Dwarf Empire. Others died in the countless skirmishes with Goblin raiders, cave trolls and dragons. Some became refugees, plying their trade in faraway human cities, gradually losing touch with their ancient traditions. A few disappeared into the trackless wastes of history, leaving only their name and a few artefacts of power to mark their passing. These days a few venerable Runesmiths still live and work in the Dwarf strongholds as their ancestors did before them, forging the weapons of might which the Dwarfs need to defeat their many foes.

The accumulated knowledge of the Runesmiths is vast and beyond value. Even the youngest living Runesmith is many centuries old, but it is the oldest who know the deepest and greatest secrets. Among the Dwarfs, they are respected as much as kings, and their names and work are renowned far and wide. Dwarfs living far away from the strongholds in which these ancient ones dwell are not even sure if they are still alive or whether they have already become true ancestors. Any weapon or artefact wrought by a living Runesmith is treated as though it were the last of its kind, and is given the same awe and reverence as those antique and irreplaceable weapons made by the legendary Runesmiths of the past.

Sometimes a Runesmith will accompany a Dwarf army or expedition. Although his real motive might be to search for legendary lost artefacts, his presence will be welcomed by the army general for the additional strength he will bring to the force. Not only will he be likely to possess an awesome rune weapon of his own, but his arcane rune artefacts will protect the army against hostile enemy magic and any other sorcery which they may encounter.

RUNES

The Dwarf language is written in runes, inscriptions specifically designed to be carved in stone or engraved in metal. Magic runes are different to ordinary runes in shape and detail, but much of what makes a rune magical is how and when it is engraved. Magic runes trap magical power – their presence binds and holds magic just as a nail holds together two pieces of timber. Most simple Dwarf runes can trap weak amounts of magic if engraved in a special way, but magic runes can entrap much greater power. Such runes include the awesome master runes and certain secret runes known only to Runesmiths of the temples of Grungni, Grinnir and Valaya.

A great magical rune glows dull red or flashes when the weapon is unsheathed in battle. Some runes glow brightly when the weapon touches blood or if they are in the presence of magic. Most runes fade over time as their magic gradually leaks away, although this may take thousands of years. Some of the oldest and most powerful runes, wrought by the greatest Runesmiths, are still as strong as they were when they were first engraved, thousands of years ago.

Find the heart of the mountain
Take it on the last day of the third moon
Stoke the furnace at midnight
When the ore glows red
Hammer it before the dawn
Bend seven times the white hot metal upon itself
Recite seven times the verse of forging
Quench in the blood of a dragon
Slake red hot in the quicksilver of Karak Ungol
Do this in the name of Haki the ancestor
Temper in the waters of Varn
Hone the blade upon the dragon's horn
On the third moon of the winter carve the rune of slaying
Anoint in the blood of a troll slain on the day of Grungni
Bind the hilt with dragon hide, with the hornside inside
Haft the hilt with Azgal's gold, bind with azul-metal
Mark the Orc-fang pommel with the sign of Grinnir
Perform the naming rite with ale upon Valaya's altar
The slaying of a troll by night will make the rune glow
For a thousand years.

Incantation sung as rune is struck

BATTLE MAGIC

The Dwarfs' high resistance to magic is unique among the races of the Warhammer World. Dwarfs are unable to cast spells, and they have no wizards, unlike other races such as Men and Elves. Their lack of wizards is at least compensated for by their sheer stubborn resistance to magical influences. Dwarfs are very hard to kill with magic and can often endure magical attacks that would slay less hardy creatures. The rules for Dwarfs using magic cards and dispels are given in Warhammer Magic, but are repeated here for convenience.

During the magic phase the Dwarf player is dealt magic cards as normal. However, he can only use the Dispel and Drain Magic cards, as you need a wizard to make use of the other cards. This means the Dwarf player won't be able to use the *Power*, *Rebound*, *Destroy Spell*, *Mental Duel*, *Escape* or *Total Power* cards. Of course, if the Dwarf army has any allied wizards they can use all of the magic cards as normal. The Dwarf army may also make use of other magic cards if it includes an *Anvil of Power*. See the Anvil rules for details.

Dispels. Normally an army that has no wizard in its ranks may use any Dispel cards it is dealt, but these will only work on a dice roll of 5+. However, because of the Dwarfs' natural resistance to magic, Dispel cards always work on a roll of 4+.

If the Dwarf army includes allies, or creatures which are not Dwarfs, then they also benefit in the same way (i.e. Dispel cards work on a roll of 4+) even if there is no wizard. If an allied wizard is employed he can use dispels in the normal way, dispelling on a 3+ or 4+ as described in Warhammer Magic.

The benefit of magic resistance continues to apply so long as there are at least as many Dwarf units as non-Dwarf units in the army. If the number of Dwarf units drops below the number of non-Dwarf units then the benefit of magic resilience is lost. Should this happen the Dwarf army is treated exactly like any other, and dispels cast without a wizard will require a 5+ to work.

Drain Magic. The Dwarf player may also use the Drain Magic card if it is dealt to him in the magic phase. It can be played regardless of whether the Dwarf army has an allied wizard. The volatile magic over the battlefield is instantly earthed by the stubborn resistance of the Dwarfs.

RUNIC MAGIC

In the case of other Warhammer armies, characters may carry magic items as described in Warhammer Battle Magic. These items are represented by magic item cards. Dwarf characters can choose from among these magic items if you wish, but they may also carry *runic magic items*. Runic magic items are effectively magic items tailored to your own requirements by combining different abilities.

A Dwarf character can carry ordinary magic items and runic magic items at the same time if you wish, but the total number of magic items is limited in the same way as normal. For example, a Dwarf Hero can carry a maximum of two items. One of these could be a magic item represented by a magic item card, such as the *Sword of Unyielding*, while the other could be a runic magic item, such as *Runic Armour*, which you could have devised using the system described below.

It is important to remember that a runic magic item is no different in principle to any other magic item, and all the usual rules for magic items still apply. For example, if a creature cannot be harmed by an ordinary weapon but can be harmed by a magic weapon, then obviously a runic weapon will affect it too. Similarly, a piece of armour enscribed with a rune counts as magic armour, and it will protect against certain magical attacks. All the rules that apply to the possession and use of magic items also apply to runic magic items.

CREATING A RUNE ITEM

Runes can be enscribed onto any of the following things: weapons, armour, standards, war machines and talismans. Each of these has its own type of runes. There is also a class of very powerful runes called *master runes*, as we shall see later.

The easiest way to create a runic item is to choose a character from your army – a Dwarf Champion armed with an axe, for example. By enscribing runes onto his axe you will be in effect arming him with a magic weapon – a *rune axe*. You can choose which rune/s you want from the weapon runes detailed below. Each rune has a specific points value; the more powerful the rune the higher the points cost. You can put up to three runes onto a weapon, paying the appropriate cost each time.



Once you have chosen the runes you want, write down the Champion's name on a piece of paper and note that he has a rune axe with the runes you have selected. Note down the total points cost of the runes you have used and add this to the character's points value. You should make a list of all your characters that are using runic items so that you can refer to it during the battle. If you like, you can photocopy the form we've provided, or design your own version. It is a good idea to make a brief note of what each rune does, as this will save you looking up details during play.

NUMBER OF MAGIC ITEMS

A character may have no more than one runic magic item or one magic item from each of the five categories – ie, one weapon, one armour/shield, one Talisman, etc. Note that for Dwarfs, armour and shields count as one category, so a character could not carry a magic shield *and* wear magic armour. Remember that a character who is carrying a magic weapon may not use another weapon at the same time, thus a character with two weapons may not choose to have one or both of these weapons as magical.

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. As you would expect, the most powerful runes are very expensive; other runes are cheaper.

It is up to you to decide how to use the runes. You might decide to pile lots of expensive runic items onto your General or one of your heroes, turning him into an awesome killing machine, although at great cost. You might prefer to try and choose runes which exploit the weaknesses of your enemy, or which compensate to some extent for the shortcomings of your own force. It is this ability to tailor your magic items to your foe or to your tactics which makes runic magic items so uniquely useful.

RULE OF THE RUNES

You may inscribe up to three runes on a runic magic item, subject to the following restrictions:

1. No item can have more than three runes. It is virtually impossible to forge items that can bear the strain of having to carry so much power. Runesmiths call this the *Rule of Three*.
2. Weapon runes can only be inscribed on weapons, armour runes can only be inscribed on armour, protection 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 the *Rule of Form* as it is termed by Runesmiths. You cannot inscribe armour runes on a cannon nor can you place engineering runes on an axe.
3. No more than one item may carry the same combination of magic runes. You could not have a runic sword *and* a runic axe both engraved with a Rune of Breaking and a Rune of Fire, for example. This restriction also applies to the use of single runes, so you could not have two characters in your army wearing armour engraved with a single Rune of Resistance.

Creating rune items takes a great deal of effort and Runesmiths don't like repeating themselves. Nor do they copy other Runesmiths' work except when they are apprentices. This is known among Runesmiths as the *Rule of Pride*.

4. No master rune may be used more than once, and no more than one master rune can be inscribed on one 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 enscribe a weapon with the *Master Rune of Swiftness* (always strikes first), the *Rune of Striking* (+1 Weapon Skill) and the *Rune of Fury* (+1 Attack). With the exception of master runes, runes can be used in multiples in which case their effects are added together. For example, you could enscribe a weapon with the *Rune of Fury* (+1 attack) three times to give you +3 attacks.
6. It is not possible to enscribe runes onto any other magic item. A magic item chosen as a magic item card is already enchanted in its own unique way and will not accept a further rune.

WEAPON RUNES

Weapon runes are enscribed onto swords, hammers, axes or mighty two-handed swords, hammers or axes to turn them into runic weapons. These are known as 'noble weapons' by the Dwarfs. Lesser weapons, such as spears, are not considered worthy to carry runes. Note – although Dwarfs may have double-handed magic weapons, none of the bonuses/penalties for double-handed weapons apply. The fact that the weapons are magical supercedes any normal rules for such weapons.

SNORRI SPANGELHELM'S MASTER RUNE

T Runesmith to the High King in Karaz-a-Karak during the time of Kallon, Snorri wrought the exquisite war panoply of the High Kings for several generations. He fought in many battles and was renowned for his magnificent gromril armour as well as this unique weapon rune.

Any blows struck by a weapon engraved with this rune will always hit. No roll to hit is necessary.

Cost 75 points

ALWAYS HITS

SKALF BLACKHAMMER'S MASTER RUNE

X A legendary Runesmith who worked in Karaz-a-Karak in the earliest days, Skalf forged many great hammers, and some say even Sigmar's hammer was his work. Many of his hammers were later held by Dwarf Lords as heirlooms of their kingship.

Any weapon bearing this rune will automatically wound if it hits. Roll to hit as normal. If a hit is scored no roll to wound is required.

Cost 75 points

ALWAYS WOUNDS

ALARIC THE MAD'S MASTER RUNE

G The famed Runesmith who forged the famous and rightly feared Runefangs of the Elector Counts of the Empire. No one knows exactly what happened to Alaric after this. Some say he wrought rune weapons for the Khan Queens of Kislev, possibly even the dreaded blade Fearfrost.

This rune cancels an opponent's armour saving throw. When wounded by this weapon the target is not allowed an armour saving throw of any kind. So powerful is this rune that it is effective against ordinary *and* magic armour.

Cost 50 points

NO SAVE

MASTER RUNE OF DEATH

↑ This is one of the most awesome ancient Dwarf runes. It is said to have been engraved upon the weapon with which Grungni slew Urmskaladrak, the father of all dragons.

If an enemy suffers even one wound from this weapon he is automatically killed, regardless of how many wounds he may be able to sustain. Roll to hit and wound as normal and make any permitted save. If at least one wound is inflicted the enemy is killed.

Cost 100 points

ALL WOUNDS KILL

MASTER RUNE OF SWIFTNESS

⚡ This rune was first struck by Thurgrom the Hermit Smith. Thurgrom was the last Runesmith to work in the Elf cities of the Old World, now reduced to ruins throughout the Empire and Bretonnia.

A weapon engraved with this rune always strikes first. In situations where both sides are entitled to strike first, the highest initiative value has priority over the lower value. If initiatives are equal, both sides roll a D6 and the highest score strikes first.

Cost 25 points

ALWAYS STRIKES FIRST

MASTER RUNE OF DAEMON SLAYING

X This rune is very powerful against daemons. If the weapon inflicts a wound on a daemon, and that wound is not saved, the daemon is slain outright.

Cost 100 points

KILLS DAEMONS IF WOUNDS

MASTER RUNE OF DRAGON SLAYING

X This powerful rune is very effective against dragons. If the weapon inflicts a single wound on a dragon, and that wound is not saved, then the dragon is slain outright.

Cost 100 points

KILLS DRAGON IF WOUNDS

MASTER RUNE OF BANISHMENT

⚡ This rune is very powerful against the Undead. If the weapon inflicts a single wound on any Undead, and if the wound is not saved, then the creature is slain outright.

Cost 100 points

KILLS UNDEAD IF WOUNDS

MASTER RUNE OF FLIGHT

W This rune may only be inscribed onto a hammer. The wielder may throw the hammer in the shooting phase. The hammer may be thrown up to 12" at any enemy model within range. The target model is automatically hit once as if struck by the wielder, then the hammer flies back into the wielder's hand.

Cost 50 points

FLYING WEAPON

RUNE OF BREAKING

Δ If the wielder of this weapon successfully hits a character carrying a magic weapon then both sides roll a D6. If the wielder rolls highest the enemy's magic weapon is broken, its power is negated by the rune and rendered useless. Make this test as soon as the hit is scored, then go on to work out wounds and saves as normal.

Cost 25 points DESTROYS MAGIC WEAPON

RUNE OF CLEAVING

Δ The wielder of this weapon adds +1 to his Strength.

Cost 20 points +1 STRENGTH

CURSE RUNE

◀ If an enemy is struck by this weapon roll a D6. On a roll of 1-2 there is no effect. On a roll of 3-4 the enemy model loses -1 Strength, and on a roll of 5-6 the enemy model loses -1 Toughness. These penalties apply for the rest of the game. If you have several Attacks roll once for each successful hit. If you have more than one Curse rune on your weapon then do not roll for each rune, instead add +1 to the dice roll for each additional rune. It is not possible to reduce an enemy's Strength or Toughness to below 1.

Cost 25 points -1 S/T PER HIT

RUNE OF CUTTING

V An enemy struck by this weapon must make any saving throw with an additional -1 save modifier. I.e, if he normally saves on 4+, he would now require 5+.

Cost 10 points -1 SAVE

RUNE OF FIRE

≡ The weapon bursts into flame as it is withdrawn from its scabbard. Fire can cause extra damage on some targets (such as Treemen).

Cost 10 points FLAMING WEAPON

RUNE OF FATE

P This rune affects only the first enemy character model struck by the weapon during the battle. All wounds inflicted on the character by the weapon are doubled – i.e for each wound inflicted the target suffers two wounds. Take any saving throws after doubling wounds, so the foe has a chance to save each wound inflicted. This bonus applies to all further attacks made by the weapon against that enemy model for the rest of the game. If this rune is enscribed twice wounds are trebled; if enscribed three times wounds are quadrupled.

Cost 25 points

DOUBLES WOUNDS AGAINST FIRST CHARACTER HIT

RUNE OF FURY

P The wielder of this weapon adds +1 to his Attack characteristic.

Cost 20 points +1 ATTACK

RUNE OF MIGHT

M The wielder of this weapon may double his Strength when attacking creatures with a Toughness greater than his own Toughness characteristic. The rune has no effect against other targets. If engraved twice the wielder's Strength is trebled, if engraved thrice it is quadrupled. The maximum Strength value that can be attained is 10.

Cost 50 points DOUBLE STRENGTH

RUNE OF PARRYING

P This rune cancels out one enemy attack in hand-to-hand combat – the weapon parries the attack automatically. The rune cancels only one attack regardless of how many enemy may be fighting the weapon's wielder. The player may choose which attack he parries.

Cost 20 points -1 ENEMY ATTACK

**RUNE OF SMITING**

Δ A weapon engraved with the Rune of Smiting causes not 1 but D6 wounds when it wounds its target. Roll to hit and to wound as normal. If the target is wounded then roll a further D6 to establish how many wounds are inflicted. Separate saving throws must be made for each wound suffered. Bear in mind that each attack can only be directed against one enemy model, so all D6 wounds from that blow will be suffered by one model and any excess wounds are effectively wasted. This is an ideal rune for slaying large monsters with many wounds.

Cost 70 points D6 WOUNDS

RUNE OF STRIKING

Σ The wielder of this weapon may add +1 to his Weapon Skill.

Cost 20 points +1 WEAPON SKILL

ARMOUR RUNES

These runes are the most powerful protective magic known to the Dwarfs. They are inscribed on armour or shields. Any Dwarf character who has armour or a shield may be given up to three armour runes.

MASTER RUNE OF ADAMANT

A This rune adds +2 to the armour save of the character. This rune can be combined with a Rune of Stone to give a +3 save. It is possible that this may reduce the required dice roll to a negative number, in which case only attacks with a high saving throw modifier can harm the character.

Cost 50 points

+2 ARMOUR SAVE

MASTER RUNE OF GROMRIL

G A character wearing armour enscribed with this rune has a Toughness of 10. The Master Rune of Gromril is so powerful that it cannot be combined with any other armour rune – if a character has this rune then it must always be the only armour rune he has.

Cost 150 points

TOUGHNESS 10

RUNE OF RESISTANCE

P This rune allows the character to re-roll any failed armour saving throws. The re-roll saves on a D6 score of a 4+ and no modifiers apply to this roll, either negative modifiers from the enemy's Strength or positive ones from another rune.

Cost 50 points

RE-ROLL SAVE ON 4+



RUNE OF SPELL EATING

X Any spell cast specifically at the bearer of this rune is automatically dispelled with no effect.

When this happens roll a D6 and subtract the dispelled spell's Power. If the result is 1 or less then the rune is overloaded and may not be used again for the rest of the game. Note that a spell cast at a unit the character is with, or at an area where he happens to be, cannot be dispelled by this rune. The rune only offers protection against spells specifically targeted at the model.

Cost 50 points

AUTOMATIC DISPEL



RUNE OF STONE

Z This rune adds +1 to the character's armour save. The Rune of Stone is an exception to the normal Rule of Pride which forbids the same combination of runes to be used on several items so a single Rune of Stone may be enscribed onto any character's armour. The Rune of Stone is the first rune an apprentice learns, and there are many examples of armour enscribed with it. The Rune of Stone is also an exception in that it cannot be used more than once on the same item, so it is not possible to give two or three Runes of Stone to the same character.

Cost 5 points

+1 ARMOUR SAVE

RUNE OF IRON

I This rune adds +1 to the Toughness of the character.

Cost 50 points

+1 TOUGHNESS

RUNE OF FORTITUDE

F This rune gives its bearer +1 wound.

Cost 50 points

+1 WOUND

RUNES OF PROTECTION

These runes may be inscribed on standards and offer the entire unit protection from psychology and magic. These runes may also be inscribed on the battle standard. Master runes may be placed upon the battle standard by the priests of the temples of Grungni, Grimgnir and Valaya. Master runes of protection may only be placed on the battle standard, not on other standards.

MASTER RUNE OF STROMNI REDBEARD

I Stromni Redbeard made this rune in the days of Bael Lord of Karak Azul. It was first carved onto the battle standard of Durgin son of Grindol son of Grimgnir.

The standard adds a further +1 to the combat result of all units within 12" of the battle standard.

Cost 100 points

+1 COMBAT RESULT IN 12"



MASTER RUNE OF GROTH ONE-EYE

X Groth One-Eye first struck this rune in the time of Kurgan Ironbeard when the Orcs and Goblins were driven from the west.

All units within 12" may take any psychology or break tests with an unmodified Leadership value of 10. In hand-to-hand combat break tests are always taken at a value of 10 even if combat results bonuses would otherwise reduce the value to less.

Cost 100 points

LEADERSHIP 10

MASTER RUNE OF VALAYA

W This is an ancient rune which is said to have been invented at the dawn of time by Valaya the Ancestor God.

This rune will dispel any enemy spell cast anywhere on the battlefield on a D6 roll of 4+. Any spell which remains in play is dispelled automatically at the end of the magic phase if the target it affects or its template are within 12" of the standard. For example, the *Purple Sun of Xereus* will be dispelled if its template is within 12" of the standard. Similarly, the *Malediction of Nagash* will be dispelled if the unit affected is within 12" of the standard.

Cost 150 points

DISPEL

RUNE OF BATTLE

D The unit adds a further +1 to its combat result score. If two Runes of Battle are enscribed they add +2, if three +3.

Cost 25 points

+1 COMBAT RESULT

RUNE OF COURAGE

E The unit is immune to *panic*, *fear*, *terror*, and *stupidity*. The unit never takes a break test and cannot be routed from hand-to-hand combat.

Cost 75 points

IMMUNE TO PSYCHOLOGY

RUNE OF FEAR

J The unit causes *fear* exactly as described in the Psychology rules in the Warhammer rulebook. A unit which causes *fear* is not affected by *fear* itself.

Cost 50 points

CAUSES FEAR

RUNE OF SLOWNESS

H Any foe charging the unit subtracts D6" from his charge distance. If he fails to make contact then all the usual rules for a failed charge apply. If multiples of this rune are used the charge reduction is not added up, instead roll a D6 for each rune and choose the best score. See the Warhammer Fantasy Battle rulebook – Charging.

Cost 50 points

FOES -D6" CHARGE

RUNE OF WARDING

V This rune dispels any spell targeted at the unit on a D6 roll of 4+. One attempt may be made against each spell cast. Further Runes of Warding may be enscribed, in which case you may make one attempt at a dispel for each rune.

Cost 50 points

DISPEL 4+



ENGINEERING RUNES

These runes were perfected by the Runesmiths on behalf of the Engineers Guild, and they are among the Dwarfs' most carefully kept secrets. Many of these runes are visible only to the eyes of a Runesmith. Others are activated when certain secret words are spoken or special signs made. These runes can only be used on the Dwarf war machines described in this volume.

RUNE OF ACCURACY

⚔ This rune may only be placed on a stone thrower. The Dwarf player may re-roll the scatter dice if he wishes, enabling the machine to shoot more accurately. If you choose to re-roll the dice in this way, you must abide by the result of the second roll.

Cost 50 points

RUNE OF BURNING

⚔ Any ammunition shot by the machine bursts into flames as it hits its target. Some creatures are particularly vulnerable to fire and take more damage from it (Treemen, for example).

Cost 10 points

RUNE OF DISGUISE

Π This rune magically distorts space around the machine. Until it shoots, the machine cannot be easily seen. To represent this the machine and its crew cannot be shot at or charged. Otherwise it is placed on the table and treated as normal. Once the machine has shot/fired its position is revealed and it can be shot at or charged as normal.

Cost 25 points

RUNE OF FORGING

⚔ This rune can only be enscribed on a cannon. It enables the Dwarf player to re-roll the artillery dice when he rolls a misfire result. If you roll a misfire when you roll the artillery dice either to hit or to bounce, then you can roll again. You are bound by the second dice roll even if this is another misfire.

Cost 25 points

RUNE OF FORTUNE

Y Most machines are liable to go wrong and a special Misfire or Malfunction chart is provided to represent this. If a machine has the Rune of Fortune the player may re-roll a dice rolled against this chart. Eg, you can re-roll a result on the Cannon Misfire Chart, or the Misfire Chart for stone throwers, for example. However, you must accept the result of the second dice roll.

Cost 25 points



RUNE OF IMMOLATION

V This rune was devised to stop machines falling into enemy hands and it is invoked only in the most desperate of circumstances. The Dwarf player can cause the machine to explode at any time. If the machine explodes it is destroyed and all models within 3" suffer a strength 6 hit. Any models which suffer damage as a result sustain not 1 but D3 wounds. This rune is intrinsically unstable and can only be used on static war machines such as cannons, stone throwers and bolt throwers. It cannot be used on mobile machines such as gyrocopters.

Cost 25 points

RUNE OF PENETRATING

➡ The strength of any hit from the war machine is increased by +1. The strength of these hits cannot be increased beyond 10.

Cost 25 points

RUNE OF SEEKING

⚡ This rune may be inscribed on a bolt thrower and enables the weapon to be used against high flying creatures by magically directing the bolts to their target. A target which is flying high is assumed to be at the weapon's maximum range for purposes of hitting.

Cost 25 points

TALISMANIC RUNES

Talismanic runes can be enscribed upon amulets, belts, crowns, helms and other ornamental pieces, though they are most commonly found on rings. Dwarfs are very fond of rings especially ones made of gold and studded with precious jewels. The character is assumed to already have the relevant item/s in his possession.

MASTER RUNE OF DISMAY

M This rune can only be enscribed on a warhorn. When the instrument is sounded its uncanny voice blows out across the battlefield and causes all foes to quake and tremble. The horn may be sounded once per battle, at the end of the Dwarf player's turn. Every enemy unit on the field must test against their leadership in the same way as for psychology. If they fail they are so dismayed that they may not move or charge in their following turn.

Cost 50 points

MASTER RUNE OF KINGSHIP

M This rune may only be engraved on the crown of a Dwarf king. The unit led by the king is immune to *fear* and *terror*. For the unit led by the king, break tests are always taken on an unmodified leadership value of 10. This is never reduced regardless of combat results or magic, so the number to be tested against is always 10 on 2D6.

Cost 100 points

MASTER RUNE OF SPITE

J This rune was devised by the Runesmith Vikram, a bad tempered Dwarf noted for his ability to hold a grudge. The rune turns an attacker's blows against himself. Every time the model suffers a wound in hand-to-hand combat roll a D6. On a result of 4+ the wound is taken by the enemy who inflicted it instead.

Cost 50 points



RUNE OF THE FURNACE

M The bearer of this rune is immune to fire, heat and flame. He can walk through a blazing house or stick his hand in a furnace without suffering any harm. He cannot be affected by fire attacks, magical fire, or the flames of a Skaven warpfire thrower.

Cost 10 points



RUNE OF LUCK

V This rune allows its bearer to re-roll any dice roll *once* during the game. The rune only works once, after which it is useless.

Cost 10 points

RUNE OF PASSAGE

A This rune causes rocks, vegetation, snow and mud to move aside as the Dwarf advances, creating a clear passage. The character and any unit with him may move through woods or other difficult or very difficult terrain with no movement penalty. Note – the Rune of Passage cannot be used in conjunction with a march move.

Cost 10 points

RUNE OF SPELLBREAKING

X Only Runesmiths can use this rune. It may only be used once per battle, and will stop enemy magic instantly. The rune may be played to automatically dispel one enemy spell – there is no need to roll.

Cost 25 points

Down the long rampway the Dwarf army moved into the great Underhall. The chamber was perhaps ten bowshots long and the same wide, and the ceiling seemed so far overhead that it might as well have been the sky. Indeed, ancient stonemasons had placed jewels there so that they glittered like stars. Constellations of diamond and spiral arms of turquoise looked down coldly on the site of the coming battle. From four massive arched windows in the ceiling columns of light descended, illuminating the massive vaulted chamber.

A great chasm split the far left side of the chamber. A cold draught swept up from its dank depths, pregnant with smells of decay and things that had lain too long decomposing in the darkness. The chill in the clammy air seeped through Thorgrim's cloak and touched his bones with slimy fingers.

Here and there vast stagnant pools filled depressions in the rough and uneven floor. Every ten heartbeats droplets of condensation plummeted hundreds of feet from the ceiling, rippling the water as they struck. A scum of phosphorescent algae glittered on the pools' oily surface. Mounds of rubble had formed where tons of rock had tumbled down. Toppled statues of ancient Dwarf kings lay like fallen stone gods on the shattered ground round the chamber's edge. Forests of head-high, luminescent and unhealthy fungi blotched the chamber floor in half a dozen places. On several levels rampways and staircases entered the Underhall, ancient access routes leading down forgotten paths to dark destinations.

Thorgrim knew this was one of the oldest and deepest parts of the city, dating from just after the time of the first Chaos Incursion. It abutted the great underground highway, and like so much of Karaz-a-Karak it had long been abandoned. There were just not enough Dwarfs to occupy the entire city. Everpeak had been built to accommodate a hundred times the number now dwelling there. Most of the population preferred to huddle close to each other in the western quarter of the city. A few tunnel fighters and sentries had been all that was left here to watch for intruders. And at last those intruders had come.

In the distance Thorgrim could see the Skaven force the scouts had warned of. The ratmen looked somehow more at home here among the ruins of the Dwarf kingdom than the Dwarfs did. That thought annoyed Thorgrim. It was as if the Skaven had evolved to fit in among the ruins and the debris of dead and dying civilisations. They looked destined to cling to the flotsam of history while other, better, wiser races sunk into the depths.

From high on his Throne borne aloft by four sturdy kinsmen Thorgrim watched the enemy force deploy. The Skaven army was a seething black sea of mangey fur and lashing pink tails, thousands strong. As the Dwarfs entered the hall the surge of the creatures took on a pattern and they fell into formation as if guided by one sinister intelligence. Amid the huge rabble some order, some intelligence was visible.

A line of huge rats surged to the fore, forming a skirmish screen across the enemy army's entire front. Their biped brethren huddled behind them. The centre was held by a block of giant creatures, part-ogre, part rat. On the back of

one perched a massive Skaven warrior, perhaps the army's general. Beside him leprous ranks of scrofulous Plague Monks were drawn up behind their nightmare banner, the decomposing corpse of a Beastman impaled like a roasting pig upon a pikestaff.

Near them Plague Censer Bearers whirled their spheres of contagious death. Masked and gauntleted Poison Wind Globadiers rushed between the many, large units of Stormvermin and Clanrats, gingerly carrying their spherical crystal cargoes of poison gas. Behind the front ranks were massed regiment after regiment of fearsome Skaven warriors. In the centre of the entire army, perched on the statue of a fallen Dwarf king, stood a Grey Seer, surveying the whole seething infernal mass of his verminous followers. He raised a grey paw for attention and chittered malevolently at the assembled Skaven, whipping them up into a drooling, squealing frenzy of nightmare hatred.

Thorgrim knew then that it was conquer or die. This was no mere expeditionary force but a full Skaven army, the like of which had not been seen in the Underhalls for long generations. He knew that it would have to be stopped now. He also knew that whatever happened here, new pages would have to be inscribed in the Book of Grudges.

"Form the chain of Brotherhood!" he commanded.

He turned to survey his bold warriors. Each individual looked to left and right, memorising the faces of the warrior on either side. A low murmuring filled the chamber as each Dwarf told his neighbours his name. In this way the fallen would be remembered by his comrades and the names of the dead would be preserved for the Book of Grudges. It was simply ritual. Every Dwarf in each regiment already knew the names of all his fellows. Only if an entire regiment were slain to the last Dwarf would all the names be lost.

And not even then, if Thorgrim could help it. He had memorised the name and face of every Dwarf in his army. He was no puny human, unable to remember the names and faces of a mere few hundred individuals. Proudly Thorgrim surveyed his army. Here was a sight to stir the heart and bristle the beard of any true Dwarf.

On either side of his Throne were two regiments of long-bearded veterans, the oldest and most stalwart of his soldiers. To his left were Guttri's Hammerers led by Guttri Garikssen, his old comrade of a hundred skirmishes. To his right was the Grim Brotherhood led by Harek Harekssen, who had come all the way from Zhufbar to pay their respects to Thorgrim and visit the great shrine of Grimnir. They had volunteered to accompany the army instantly when word of the Skaven incursion had come. In the twilight gloom of this part of the chamber their rune-weapons glittered coldly.

To the left of the Hammerers the Runesmith Kragg stood atop the mighty sacred anvil, his great hammer in one hand. Soon Thorgrim knew he would summon lightning to smite the foe. To his left were drawn up two whole regiments of crossbow-armed Dwarfs. At this moment each brave warrior was cranking up his bow, increasing the tension on the strings in readiness to place the bolt in the firing channel.

DWARF FLAME CANNON



The Flame Cannon is one of the most deadly inventions of the secretive Dwarf Engineers Guild. A volatile concoction of hot oil and molten tar is mixed in the barrel. Air is then pumped in until the pressure inside the barrel is very great.

At precisely the right moment the Dwarfs place a burning oily rag into the nozzle and release the pressure. The mixture catches fire as it spurts from the barrel, and a jet of flaming liquid arcs into the air towards enemy ranks, spraying fire and boiling tar over the target.



BUGMAN'S DWARF RANGERS



STANDARD BEARER



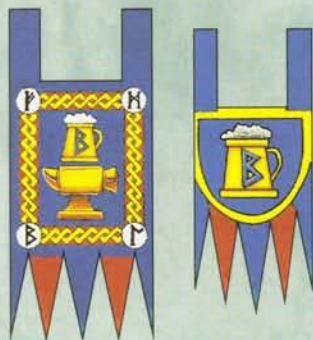
JOSEF BUGMAN



CHAMPION



TROOPER



Josef Bugman was the most famous Dwarf Master Brewer of all time, before a Goblin raiding party destroyed his brewhouse in the eastern forests of the Empire. Prior to this foul deed Bugman had acquired a considerable reputation for the fine quality and potency of his ale. Triumphs like Bugman's XXXXXX and the notorious Troll Brew were a sad loss to the Old World.

Bugman and his remaining companions swore terrible vengeance on all Goblins. Little has been heard of them since except rumours of cunning ambushes and night raids on Goblin camps. Sometimes the band will emerge from the wilds, tattered and blood-stained, to join a Dwarf army before a great battle against Goblins. They always keep themselves to themselves, huddling around their campfire, with a strange glint in their eyes and their hands clasped around tankards of their precious ale.

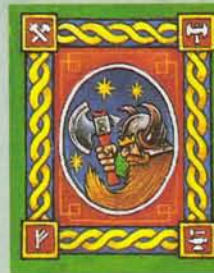
DWARF KING'S THRONE OF POWER

Thorgrim, Dwarf king of Karaz-a-Karak is known as the Grudge Bearer because he keeps his own personal copy of the Dammaz Kron or Book of Grudges with him at all times. In battle Thorgrim recites ancient and damning grudges from the book inflaming the Dwarves with hatred for their enemies, with the result that they become resolute and almost unbreakable in combat.

The throne of power is an ancient Dwarf relic which has been used by the kings of Karaz-a-Karak for over four thousand years. Encrusted with countless powerful runes, it confers magical protection upon the king and his throne bearers and is able to heal them from the effects of wounds.



DWARF BANNER
OF KINGSHIP



THORGRIM'S
WAR BANNER



THORGRIM'S THRONEBEARERS



THORGRIM
GRUDGE BEARER.
KING OF
KARAZ-A-KARAK.



DWARF RUNESMITH'S ANVIL OF DOOM



MIGHTY RUNESMITH RIDES INTO BATTLE WITH THE ANVIL OF DOOM



RUNESMITH



DETAIL OF THE ANVIL



ANVIL GUARD

Only in times of great need will a Dwarf Runesmith bring an Anvil of Doom into battle. With a mighty blow from his hammer, the Runesmith releases the Anvil's power, sending billowing clouds of multi-coloured magical energy and blasts of lightning into the air.



STRONGHOLD BANNER



RUNESMITH'S BANNER

DWARF ARMY UNITS



DWARF CLANSMEN



DWARF LONGBEARDS



DWARF CROSSBOWMEN



UNDEAD AND DWARF UNITS IN SAVAGE COMBAT



STALWART DWARFS CONFRONT HIGH ELVES



FELIX AND GOTREK HELP DEFEND A DWARF FORGE



DWARF SLAYERS



DWARF CLANSMEN

DWARF THUNDERERS



DWARFS



STANDARD BEARER



GOTREK



FELIX



STANDARD BEARER



CLANSMAN



TROLL SLAYER



IRON BREAKER



TROLL SLAYER



HORNBLOWER



CLANSMAN



DRUMMER



LONGBEARD



LONGBEARD



ORGAN GUN AND CREW



Dwarf Painting Guide



The Dwarf realms lie in the Worlds Edge Mountains, the vast forbidding mountain chain that marks the eastern border of the Old World. Here amidst the high peaks and gaping chasms the Dwarfs rule over an ancient kingdom of strongholds and mines linked by subterranean underways.



Beards are the dominant features of nearly all Dwarf models, often covering most of the miniature. It is best to use bright contrasting colours and steer clear of drab browns, which will make the model look dull. If you do want to use brown, try mixing in orange or yellow to give a brighter finish.



For Dwarfs' characteristic ruddy complexion, paint a little thinned down Blood Red to the nose and cheeks.



This Dwarf was given base coats of Mithril Silver for his armour, Moody Blue and white for his tunic and Shining Gold for his helmet. His face was painted in Bronzed Flesh and his beard given a thinned-down coat of Snakebite Leather. The beard and face were then given a wash of chestnut ink. The chainmail was washed over with black ink and when dry, carefully drybrushed with Mithril Silver. The Dwarf's helmet was given a thinned-down wash of brown and yellow ink.



This Dwarf's beard was given a base coat of Hobgoblin Orange mixed with a little Snakebite Leather. It was then shaded with chestnut ink and highlighted with a mix of Hobgoblin Orange, Snakebite Leather and finally a tiny spot of white.



Thorgrim Grudgebearer, Dwarf King: Blue and white was chosen as an overall colour scheme, contrasting with red for the King's throne, boots and banners. The base of the throne has been painted to resemble stone by starting with a base coat of Blue Grey. This was then highlighted with Elf Grey and then Skull White.



1. The whole model is first undercoated with Chaos Black. This provides the shading.



2. All of the armoured areas are then lightly brushed with Chainmail.



3. A final brush over with Mithril Silver completes the armoured areas. The other areas are then re-undercoated with Skull White.



4. The model is now nearly completed, just the base needs to be finished.

MAGIC SPELL 25 POINTS

FIERY RING OF THORI

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 great and unknown Runesmith.

The Ring of Thori may be used only once during a battle. Its powers may be unleashed at any time during the player's turn so long as there are no enemy within 6". The ring creates a barrier of flame 6" in front of the wearer and the unit he is with, extending the length of the unit. The flame lasts until the start of the player's following turn. The barrier cannot be cast onto enemy models. Only enemy immune to the effect of flame can cross the barrier, and they do so without suffering harm. Any other models cannot cross the barrier, if they move onto it they come to a halt. For shooting purposes the barrier is considered to be a man high unit which blocks sight across it.

DWARFS ONLY

MAGIC ITEM 75 POINTS

DRAGON CROWN OF KARAZ

The Dragon Crown of Karaz has sat upon the brow of the High Kings of Karaz-a-Karak since the founding of the city. It is marked with Za, the Ruling Rune, symbol of lordship over the Dwarf race. The crown may only be worn by a Dwarf king!

The wearer of the crown and any unit he is leading is immune to fear and terror. In addition, a unit led by the character not only makes its break tests using the leadership of the character, but the test score is not reduced due to combat results or magic penalties. For example, if the wearer's Ld is 10 the unit makes its break tests against a value of 10 no matter what the combat results.

DWARF KING ONLY

MAGIC ITEM 125 POINTS

GOTREK'S AXE

This is the axe carried by the Slayer Gotrek Gurnisson - where he found it remains a mystery. It has glowing runes inscribed upon it, but these are of such archaic form that no living Runesmith has succeeded in reading or duplicating them. Its extreme antiquity and potency are beyond doubt.

Any hit inflicted by this axe will wound on the D6 roll of a 2 or more regardless of the user's Strength or target's Toughness. The target receives no save for armour, unless it is magical armour, and even magical armour suffers a -3 saving throw modifier. Each wound inflicted causes not 1 wound but D3. In the case of dragons and daemons each wound inflicted causes D6 wounds.

DWARF SLAYERS ONLY

MAGIC ITEM 50 POINTS

GREAT BOOK OF GRUDGES

The Great Book of Grudges records every deed of infamy ever perpetrated against the Dwarf race. Its words, written in the blood of kings, speak of unforgivable acts of treachery, unpaid debts, and unfulfilled vendettas. Over the centuries the pages have absorbed magical energies from its many authors, soaking up their hatred and anger, until the book radiates righteous indignation and demands vengeance.

Any Dwarf who carries the book, and any unit led by him, will hate all enemy on the battlefield. See the Warhammer rulebook for a full description of the rules for hatred.

DWARF KING ONLY

MAGIC ITEM 75 POINTS

ARMOUR OF SKALDOR

Skaldor made this armour in ancient days and the secrets of his runes died with him. It is one of the heirlooms of the Dwarf kings of Karaz-a-Karak.

Skaldor's armour gives its wearer a saving roll of 2+ on a D6 just as if he were wearing heavy armour, shield, and riding a barded steed. Carrying a shield or wearing further armour will not improve the saving throw any more. If this saving throw is failed then the wearer may re-roll, and will automatically save on an unmodified roll of a 4+. Note that for the re-roll no modifiers are applied for the attacker's Strength and a dice score of 4 or more will always save. If the wearer is attacked by a magic weapon that allows no save, the wearer is still allowed the re-roll in this particular case as the power of the rune is so great. The wearer is also completely immune to all fire attacks including dragon breath and Skaven warfire throwers.

DWARF KING ONLY

MAGIC ITEM 125 POINTS

THE AXE OF GRIMNIR

Grimnir vanished in the far north fighting the dark Gods of Chaos, but before he went he gave one of his axes to his son Morgrim. This very axe has been passed through generations of Dwarf High Kings. Its edge cannot be blunted, and its blade bears glowing runes whose secret passed from the world with the ancestor gods themselves.

Any hit inflicted by this axe will wound on the D6 roll of a 2 or more regardless of the user's Strength or target's Toughness. The target receives no save for armour, unless it is magical armour, and even magical armour suffers a -3 saving throw modifier. Each wound inflicted causes not 1 wound but D3. In the case of any Ogre or Troll each wound inflicted causes D6 wounds.

DWARF KING ONLY

MAGIC ITEM 50 POINTS

BUGMAN'S TANKARD

The Dwarf Master Brewer Bugman obtained this tankard when he travelled widely selling his ale to kings. The tankard is of typically Dwarf form but imbues its contents with astounding properties of recuperation, as well as bringing out the fine qualities of the brew inside.

The Tankard may be used up to three times during a battle, after which its magic is temporarily exhausted. The bearer or any model in the unit he is with can drink from the Tankard at any time except during the hand-to-hand combat phase, 1 wound is recovered each time. The Tankard may only be used once in any turn, (yours or your opponent's) and may not be used more than three times during any battle. Wounds may not be increased beyond the drinker's normal level, regardless of how many times he drinks.

DWARFS ONLY

DWARF GYROCOPTER

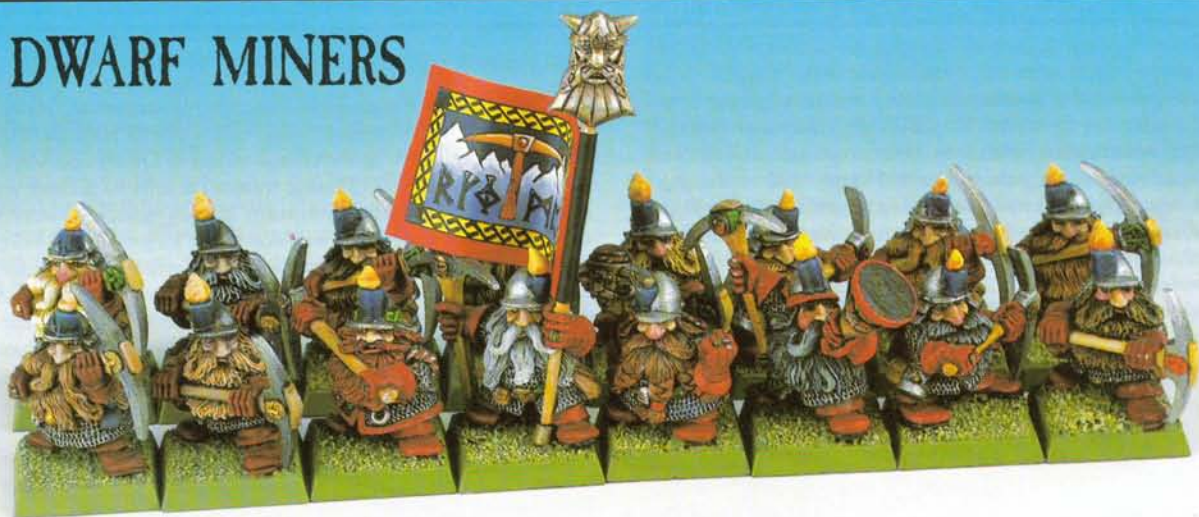
Gyrocopters are ingenious steam driven machines developed by the Dwarf Engineers Guild. In times of peace they are used to carry messages and supplies between mountain strongholds.

When the Dwarfs go into battle the gyrocopters roar overhead, launching lightning attacks on their unsuspecting enemies, blasting the foe with bombs or boiling them alive with their deadly steam cannon.



DWARF GYROCOPTER

DWARF MINERS



DWARF MINERS ARE SKILLED TUNNEL FIGHTERS ARMED WITH TWO HANDED PICKS



DWARF MINERS STORM AN ORC STRONGHOLD



THE BATTLE AT THE EAST GATE OF KARAK EIGHT PEAKS

Karak Eight Peaks was once the most powerful of all the holds in the southern part of the Worlds Edge Mountains. Its vast halls, cavernous mines and untold splendours were the envy of the Dwarf realms. Only the newer and larger hold of Karaz-a-Karak was richer and more renowned. Even so, Karak Eight Peaks was accorded the most respect for it was the older of the two strongholds. The people of this ancient hold were descended from some of the earliest settlers, even from the Ancestor Gods and their sons. When Karak Eight Peaks fell it was a sorrowful day for the Dwarfs. Many inhabitants died defending their hold, but some fled to seek sanctuary in the north.

As the years passed the Dwarfs watched as their once powerful realm became the lair of Night Goblins and Skaven. The descendants of Lunn, the last king of Karak Eight Peaks, made what plans they could to reclaim their lost realm, but it was not until many hundreds of years later that they were able to make any serious attempt to retake the hold. After several terrible defeats, and many further generations of preparation, the Dwarf Lord Belegar led a partially successful expedition to reclaim his inheritance. He drove the Night Goblins from the ruins on the surface, and reoccupied the old citadel. Before the Goblins could regather their strength, the Dwarfs refortified and strengthened the citadel to make it virtually impregnable.

Belegar hoped to use the citadel as a base from which to launch expeditions into the surrounding mountains and underground into the ancient subterranean halls. Although the Dwarfs have managed to reach some of the old mines and recover many valuable treasures, they have never succeeded in expanding their control beyond the citadel. The surrounding mountains and the depths below remain in the hands of their enemies. The Dwarfs live in a state of perpetual siege, threatened from all sides by hostile Goblins and from below by the Skaven.

In an attempt to break this deadlock King Belegar sent word back to his kinsmen in Karaz-a-Karak to raise reinforcements and come to his aid. The king's oldest relative, Lord Duregar, immediately set about gathering an army to march south. Duregar's forces were somewhat hurriedly assembled, and included a band of Slayers as well as the Runesmith Hurgar the Black. The army moved south along the western edge of the Worlds Edge Mountains. The army was soon confronted by foes, and fought a large Orc army at the Battle of the Jaws at the western end of Mad Dog Pass. After vanquishing the Orcs, Duregar moved eastwards through the pass and then continued south towards Death Pass and the East Gate of Karak Eight Peaks.

The East Gate of Karak Eight Peaks lay several miles inside Death Pass, through a broad side valley paved with ancient stones and studded with the ruined tombs of Dwarf ancestors. The Dwarfs advanced in battle formation fully expecting an attack from the steep mountain slopes which towered ominously above the old Dwarf road. The East Gate had been built thousands of years before at a place where a long ridge ran down into the valley causing it to narrow to a hundred yards or less. Here the Dwarfs of antiquity had built their gate, once a vast and impregnable fortress but now little more than a pile of stone through which the road still led. In front of the gate and connected to it by a high causeway was a tall grey watchtower whose summit commanded the approach down the valley. Although partially ruined, the watchtower had been rebuilt and fortified by Night Goblins. As the Dwarfs marched towards the gate, they saw that the watchtower was held against them.

As the Dwarfs marched onwards Orcs and Goblins emerged from the rocks along the valley slopes and closed in on either side. Behind them a group of Orcs moved up to block the Dwarfs' escape. Duregar's army was surrounded by foes on all sides. Stones from a rock lobber perched on top of the watchtower began to fall amongst the Dwarfs' densely packed ranks. The Dwarfs pushed forward quickly, pinning their hopes on breaking through the East Gate and reaching the citadel beyond. As they approached the first rank of Night Goblins a massive whoop went up amongst the greenskins, and from out of their formation charged Night Goblin Fanatics whirling balls and chains. Like spinning tops they lurched crazily towards the Dwarfs. Many were shot down with crossbow bolts, some whirled away and missed the Dwarfs altogether, but some made contact killing many Dwarfs before collapsing from exhaustion.

The Dwarfs advanced. The Night Goblins in front were easily driven away, but just as soon as a gap appeared and the Dwarfs caught sight of the gate more Night Goblins charged in to hold them. Night Goblin archers rained arrows down from the watchtower. Black-fletched arrows hit Dwarf and Night Goblin alike, but the archers carried on shooting regardless, ignoring the hurt done to their fellows.

Things looked bleak for the Dwarfs. Over half of their army had been destroyed during the initial rush towards the gate. The Goblin horde seemed hardly diminished. With typical Dwarf stubbornness Duregar led his troops up onto a small mound, the remains of an ancient Dwarf tomb, to make his last

stand. As the Dwarfs steelled themselves for the inevitable assault, there was a loud explosion and the gateway burst apart in a cloud of dust. As the dust cleared Duregar saw Dwarfs pouring through the gateway towards them. The confused Night Goblins scattered leaving piles of dead in their wake. It was King Belegar and the Dwarfs of Karak Eight Peaks. They had advanced eastwards from the other side of the gate and destroyed the unsuspecting Night Goblin rear-guard before blowing the gates with gunpowder.

The Night Goblins and Orcs were thrown into disorder. The Night Goblin warlord, an evil and twisted creature called Skarsnik, watched from his vantage point above the valley and saw his army begin to waver. For the Dwarfs it was a much needed respite. Their two forces met across a sea of blood and green bodies. Forming into a huge and solidly packed square the combined Dwarf army began to move steadily back towards the gateway. Before they were halfway there the Orcs and Goblins regrouped, their confidence restored by seeing how few Dwarfs were left. Stones from the rock lobster smashed into the Dwarf column and arrows fell amongst their ranks.

Many Dwarfs stumbled to the ground dead with Goblin arrows embedded in them, but more still made it to the gate. Cave squigs were unleashed upon the Dwarfs, but several were killed by Troll Slayers while others ran wild snapping at the Night Goblins, biting off limbs and heads before vanishing into the mountains. Smashing through the few Night Goblins that remained to oppose them Lord Duregar and King Belegar headed west. The Night Goblins continued to harass the Dwarf

column all the way to the citadel, but thanks to their heavy armour there were few more casualties. As night fell Skarsnik was master of the battlefield, but Duregar and Belegar had escaped his net.

The Battle of East Gate went down in the Dwarf annals as a great and heroic adventure against overwhelming odds. The Dwarfs could never have won the battle, but they came about as close as it was possible to get. Perhaps it was foolish of Duregar to fall so easily into Skarsnik's trap, but when it came to the crunch the Dwarfs' heroism and determination saved the day. The Dwarfs were unlucky to find themselves facing one of the most cunning Night Goblins of all time. Ordinarily the natural disorganisation of the Orcs and Goblins would have enabled Duregar to move his army before the greenskins could muster much resistance. However, with Skarsnik's iron grip over the mountains, and his extensive network of spies and watchtowers, the Dwarfs found their every footstep shadowed and their every move blocked.

The Dwarfs lost many warriors in their attempt to reinforce Karak Eight Peaks. On balance, the new troops more than made up for the losses incurred, and any immediate threat to the citadel was removed. Over the following years the Dwarfs were able to mount several successful expeditions into the mountains where they recovered a number of great treasures and discovered some of the old tombs of the kings. However, they were still unable to expand their territory any more. Karak Eight Peaks remains a realm controlled by Skarsnik and the Skaven, while the Dwarfs are nothing but a tiny enclave of adventurers holding out in a hostile land.



DAVE GALLAGHER

FIGHTING THE BATTLE OF EAST GATE

The Battle of East Gate is particularly interesting because it pitches unequal sides against each other in circumstances that are even more unbalanced. In the actual battle the Dwarfs survived, but things could very easily have gone the other way. What if Belegar's reinforcements had taken longer to arrive, or if Skarsnik's rear-guard had spotted them earlier? You can fight the battle for yourself and answer these and other questions, compare your own performance against that of the commanders of the day, and find out if you can save Karak Eight Peaks or destroy the Dwarfs forever.

THE BATTLEFIELD

Set up your table area as shown on the accompanying battle maps. The action takes place along the old Dwarf road which runs east to west along a steep-sided gulley. The north and south table edges represent the gulley sides. These are too steep for the Dwarfs to move into and effectively block movement, although some of the Goblin forces are hidden among the rocky slopes at the start of the battle. The eastern edge is the way the Dwarfs have come, and leads back towards Death Pass. The western edge of the table leads off towards the citadel some miles beyond.

You will need to represent the salient features of the battlefield on the tabletop in some way. If you have suitable model scenery so much the better, but you may have to improvise because the scenery is quite unusual. The most important

feature is the long ridge running from the north edge about half way across the valley. On top of this ridge runs the old Dwarf wall which then continues to the southern edge of the valley and incorporates the gateway itself.

The wall is probably the most difficult part of the battlefield to represent. If you own one of the Citadel Mighty Fortress models then you have enough wall and a gateway – absolutely ideal! If you don't have a Mighty Fortress then you can improvise using a line of low boxes, or even cardboard. All you have to do is indicate where the wall is. The watchtower is also tricky, but once again the Mighty Fortress comes to the rescue, as one of the towers is perfect for this purpose. Alternatively you can make yourself a tower (always useful items to have around) or resort to using a tall cardboard box. The remaining features are simple. The old tomb where Duregar makes his last stand is nothing more than a roughly circular hill. The path of the Dwarf road does not need to be represented as such. The north and south valley edges can also be left to the imagination, or you can add low hills along the table edges to represent the ascending valley sides.

Although the size of your battlefield isn't of paramount importance, it is important that the Dwarfs start a reasonable distance from the enemy forces defending the gateway – 24" is about right. This gives the Dwarfs a considerable distance to cross even at their maximum march rate of 6" and it allows the Orcs time to fire their stone thrower.



BATTLEFIELD MAP

DWARF DEPLOYMENT



In the actual battle King Belegar and the relief force appeared through the blasted gateway, having previously been hidden from the embattled armies by the wall and gate. However, to maintain the element of surprise, the Dwarfs can appear in any one of three random positions (see the Dwarf Deployment Map). Roll a D6 when King Belegar's relief force appears:

D6 Roll	Dwarfs appear
1-4	The Gateway (west)
5	Old Mines (north)
6	Ancient Tombs (south)

DWARF DEPLOYMENT MAP

The Dwarf forces are divided into two: the main force under Lord Duregar and the force from Karak Eight Peaks led by King Belegar. At the beginning of the game Duregar's army is advancing westwards along the Dwarf road. In the actual battle Duregar was unaware that the king was also approaching the gate from the other side, but in the refight the Dwarf player knows that this is likely to happen. To represent Duregar's position, Belegar's force begins the game off table to the west. This force may arrive at almost any time during the battle, and when and where it arrives is established by the Dwarf player during the game.

The main Dwarf force is detailed on the accompanying roster sheets. If you prefer you may wish to change the exact troops involved to take account of your own model collection. However, the points value of troops should remain about the same, or at least in proportion relative to the enemy forces. The Dwarf force deploys between 9" and 24" into the table edge, within the area shown on the deployment map. If your table is small you may prefer to deploy closer to the eastern edge and delay the appearance of the Orc blocking force by one further turn (see Orc deployment). No Dwarfs may be deployed within 9" of the north or south table edges.

King Belegar and the Dwarfs from Karak Eight Peaks begin the game to the west and are not initially placed on the table. The Dwarf player rolls a dice at the start of each turn after the first (he does not roll in his first turn) to determine whether Belegar's force will appear or not. If the Dwarfs have not appeared by the beginning of Dwarf Turn 5 then they do so automatically (although by then it may be too late!).

Dwarf Turn	Dwarfs appear on roll of
2	6
3	5 or 6
4	4, 5 or 6
5	Dwarfs appear.

1 THE GATEWAY. The Dwarfs pour onto the battlefield after quietly disposing of the Night Goblin rear-guard and blasting through the East Gate or wall with gunpowder. You may deploy the Dwarfs within a 9" x 18" zone outside the gate. You may not deploy within 4" of enemy troops, except for broken units which are automatically removed if they are within the deployment zone. Any troops that cannot be deployed within the zone are instead deployed on the western side of the gate and may move through in subsequent turns. The gateway (and surrounding rubble) is assumed to be wide enough to let through an 8-wide column at normal move rates. The Dwarfs may not move in the turn in which they deploy, but can otherwise fight as normal and crossbow or hand gun-armed Dwarfs may shoot (even though they have moved). This is a special rule which reflects the advantage of surprise, and only applies during the turn the Dwarfs deploy.

2 OLD MINES. The Dwarfs have secretly moved through old mine workings which remain unexplored by the Night Goblins. The mine comes out at an old entrance in the northern slopes. The Dwarfs have emerged from the mine and sneaked up on the Night Goblins from the north. Deploy the army up to 9" into the table along the northern edge. Troops are not deployed within 4" of enemy units unless this is unavoidable, in which case they may be deployed closer but not touching. Any broken enemy units within the deployment area are automatically removed from the battle. The Dwarfs may not move in the turn in which they deploy, but can otherwise fight as normal and crossbow or hand gun-armed Dwarfs may shoot.

3 ANCIENT TOMBS. The Dwarfs have secretly opened up an underground tunnel which leads into the ancient tombs in the southern slopes. The tunnel comes out amongst the tombs, and the Dwarfs have managed to infiltrate the southern valley slopes without the Night Goblins spotting them. Deploy the army up to 9" into the table along the southern edge. Troops are not deployed within 4" of enemy units unless this is unavoidable, in which case they may be deployed closer but not touching. Any broken enemy units within the deployment area are automatically removed from the battle. The Dwarfs may not move in the turn in which they deploy, but can otherwise fight as normal and crossbow or hand gun-armed Dwarfs may shoot.

GOBLIN DEPLOYMENT

The Orc and Goblin force is divided into four parts. During the actual battle Warlord Skarsnik watched the fighting from a high point to the north, but the player has the option of placing Skarsnik on the battlefield itself. The warlord's plan was to lure the advancing Dwarf army into the narrowest part of the valley and then attack from all sides at once.

At the start of the game a force is positioned at the East Gate to block the Dwarfs' progress. These troops are indicated on the roster sheet (West Force) and may be deployed in the western set-up area within 6" of the wall as indicated on the Orc Deployment Map.

The second group of Orcs shadows the Dwarf army as it moves along the valley and comes in from the east to prevent the Dwarfs retreating back the way they have come. This force is indicated on the roster sheet (East Force) and appears on the eastern table edge during Goblin Turn 1. The entire force may be deployed within 6" of the table edge. The Orcs may not move that turn other than to deploy, but may otherwise fight normally and may shoot their bows.

The third Goblin contingent (North Force) comes in from the northern slopes of the valley where it has been hiding amongst the rocks. This contingent only begins to move once the Dwarfs are in position. As this is a matter requiring coordination and good leadership it is by no means certain when the contingent will appear. The Orc and Goblin player rolls a dice at the start of each turn.

If the Dwarfs from Karaz-a-Karak arrive at the northern slopes (via the old mine) before the Goblin contingent can deploy, then the Dwarfs have surprised the Goblins and slaughtered them! The Goblins do not therefore appear at all. If the Goblins have not appeared by the start of Orc and Goblin Turn 4 then they never will – their leader has let you down in some typically Goblin fashion. Perhaps the entire contingent has destroyed itself by internal squabbles, or maybe they have all run off into the hills. Assuming the third contingent arrives successfully it is deployed within 6" of the table edge as shown on the Orc and Goblin Deployment Map. Troops may not be deployed within 4" of Dwarf units, not even if these are fleeing.

The fourth Goblin contingent (South Force) comes in from the south of the valley where it has been hiding amongst the many Dwarf tombs that litter the rocky slopes. This contingent only begins to move when the Dwarfs are in position. As this is a matter requiring coordination and good leadership it is by no means certain when the contingent will appear. The Orc and Goblin player rolls a dice at the start of each turn to see when the South Force will appear (in the same way as the northern contingent), but note that both north and south contingents may not arrive in the same turn. Roll for the northern contingent first, and if it appears this turn do not roll for the southern contingent. This not only breaks up the Goblin attack, but decreases the chance of the southern contingent appearing at all.

Orc & Goblin Turn	North Force Appears on D6 roll of
1	6
2	4, 5 or 6
3	2, 3, 4, 5 or 6
4	Never!

Orc & Goblin Turn	South Force Appears on D6 roll of
1	6
2	4, 5 or 6
3	2, 3, 4, 5 or 6
4	4, 5 or 6
5	6
6	Never!



ORC & GOBLIN DEPLOYMENT MAP

If the Dwarfs from Karaz-a-Karak arrive at the southern slopes (via the ancient tombs) before the Goblin contingent can deploy, then the Dwarfs have surprised the Goblins and slaughtered them! The Goblins do not therefore appear at all. If the Goblins have not appeared by the start of Orc and Goblin Turn 6 then they never will – in characteristic Goblin fashion their leader has let you down by forgetting what he was supposed to do or allowing his troops to start scrapping. Assuming the fourth contingent arrives successfully it is deployed within 6" of the table edge as shown on the Orc and Goblin Deployment Map. Troops may not be deployed within 4" of Dwarf units, not even if these are fleeing.

TACTICAL NOTES

This is going to be an exceptionally hard fought and bloody game because the adversaries are ancient and embittered enemies. Remember that Dwarfs *hate* all Orcs and Goblins, which means they will be testing on an unmodified Leadership value of 10 for all their break tests. Dwarfs are hard enough to break at the best of times, but facing Goblins they will almost certainly fight to the last man.

For their part, the Night Goblins also *hate* the Dwarfs, and so also take break tests on an unmodified Leadership value of 10. This is quite something for Goblin players, who usually have to cope with a basic value of only 5! So, for a change, the Night Goblins are not going to break from hand-to-hand fighting unless they are very unlucky. The Goblin player must bear in mind that the unmodified Leadership of 10 only applies to break tests and not to psychology tests such as panic or fear, so the Night Goblins are still as fragile as ever in this respect. The Orcs do not *hate* the Dwarfs and so use their standard Leadership values, but these are quite respectable in any case.

The Dwarf player's aim is to leave via the western table edge with as many of his units intact as possible (see *Victory*). He should therefore try to keep moving if he can, probably avoiding hand-to-hand combat until he is confronted by enemy units in his path.

The Goblin player can try to stop the Dwarfs by engaging them with Night Goblins. This will effectively bog the opposing units down, and because both sides *hate* each other neither is likely to break. There is nothing to stop the Goblin player continuing to shoot arrows or fire the stone thrower into units engaged in hand-to-hand combat, although casualties are divided randomly between friend and foe (not something that need bother the Goblin player!).

The Goblin player's best chance of actually defeating the Dwarfs is to use the Orcs to kill as many as possible, although the Orcs can break and if they do this will cause panic tests in nearby Night Goblins. The Goblin player should be able to cause considerable damage using the stone thrower and Orc archer units, not to mention the Fanatics from the Night Goblin Mobs. The stone thrower is potentially the most dangerous part of the whole army as far as the Dwarfs are concerned, but there is not much they can do about it other than to direct such missile weapons as they have at the crew.

Magic is unlikely to play a big part in the battle. The Dwarfs are quite resilient to magic in any case, and the Goblins have only two quite low level shamans. The chances are that the Dwarfs will manage to counter any magic the Goblins come up with, but one or two magic 'hits' can turn things in favour of the greenskins.

STARTING THE GAME

The Dwarf player deploys all of Duregar's army first, then the Goblin player deploys his initial force. Once both forces are deployed the Dwarf player has the first turn. Play then proceeds as normal, players dicing at the beginning of each turn for reinforcements as described above. The battle continues for seven turns on each side and then players add up victory points to determine who has won. The end of Goblin Turn 7 denotes nightfall, and any surviving troops are assumed to escape under cover of darkness (they do not necessarily make it back to safety!).

VICTORY

If all of Skarsnik's troops have been slain and/or routed from the battlefield the battle is an outright victory for the Dwarfs. If all the Dwarfs have been slain and/or routed the battle is an outright victory for the Orcs and Goblins. If night falls before either side has been decisively beaten, then calculate the victory points awarded to each side to determine who wins. If the Dwarfs win on points it is assumed that the surviving Dwarfs make it back to Karak Eight Peaks. If the Goblins win on points any surviving Dwarfs are either scattered or slain, and only a few ever make it to Karak Eight Peaks. If victory points are equal the result is a draw; some Dwarfs make it back but not many.

DWARF VICTORY POINTS

No victory points are awarded for occupying table quarters or for capturing the enemy battle standard (there isn't one!). Victory points are awarded for destroyed enemy units and slaying the General as normal. In addition, points are awarded for units which reach the western table edge. Note that no points are awarded for Orc or Goblin units which either fail to turn up, or which are destroyed by the Dwarf flanking forces prior to their appearance.

Each enemy unit destroyed, fleeing, or having fled from table.

..... 1 VP for each 100 points (or part) the unit cost.

Skarsnik slain, fleeing or having fled the table.

..... 1 VP in addition to points for fleeing/destroyed unit.

Each Dwarf unit which leaves via the western table edge with at least 50% of its original numbers intact.

..... 2 VPs for each unit.

Each Dwarf unit positioned west of the gateway at the end of the game but still on the table, and with at least 50% of its original numbers intact. 1 VP for each unit.

GOBLIN VICTORY POINTS

The Orc and Goblin player is awarded victory points for destroying enemy units and +1 bonus point for slaying or breaking either of the two main Dwarf characters (unlikely, but pretty decisive if it does happen). Points are also awarded for causing 50% casualties on Dwarf units. No points are awarded for occupying table quarters.

Each enemy unit destroyed, fleeing or having fled from table. 1 VP for each 100 points (or part) the unit cost.

Belegar or Duregar slain, fleeing or having fled the table.
1 VP each in addition to points for fleeing/destroyed unit.

Army battle standard captured 1 VP.

Each Dwarf regiment reduced to 50% strength, but not otherwise destroyed or fleeing. 1 VP.

THE DWARF ARMY

The Dwarf army at the Battle for the East Gate of Karak Eight Peaks consisted of the troops listed on the Dwarf roster sheet, opposite. You may wish to substitute some of these for models from your own collection instead, in which case choose your army from the Dwarf army list as normal but note that you may not choose any war machines, allies or monsters. This restriction represents the special and unusual circumstances of the battle, where the Dwarf forces are marching light, leaving behind the war engines that they would normally bring along. As long as the points values remain constant and the division of the army is within the guidelines given this is fine. The chart below shows the actual division in the battle, and the

maximum percentage of points which you can allocate to each force should you wish to use different troops. You may wish to reduce, or even increase, the size of the battle to suit the size of forces available to you. This is fine so long as both sides are altered in proportion, and have the same number of points.



FORCE	ACTUAL FORCES	MAXIMUM %	MAXIMUM POINTS OUT OF 3000 TOTAL
DUREGAR'S FORCE	1723 POINTS	66% (2/3)	2000 POINTS
BELEGAR'S FORCE	1270 POINTS	50% (1/2)	1500 POINTS
TOTAL:	2993 POINTS (Ie, nominally 3000)		

ORC & GOBLIN ARMY

The Orc and Goblin army at the Battle of the East Gate consisted of the troops listed on the two Orc & Goblin roster sheets. You may wish to substitute some of these for models from your own collection instead, in which case choose your army from the Orc and Goblin army list as normal but note that you may not choose allies.

You may choose war machines and monsters within the normal limitations of the points value, even though there was only a single war machine at the actual battle and no monsters. As long as the points values remain constant and the forces are divided roughly in proportion this is fine.

The chart below shows the actual division in the battle, and the maximum percentage of points which you can allocate to each force. Skarsnik may be placed with any force and his points cost is not included in that group's points value although it is included in the army's total value.

You may wish to reduce, or even increase, the size of the battle to suit the size of forces available to you. For example, you might have about 2000 points of troops available rather than 3000, or you might be lucky enough to have 6000 points of troops at your disposal. Again, this is fine so long as both sides are altered in proportion.



FORCE	ACTUAL FORCES	MAXIMUM %	MAXIMUM POINTS OUT OF 3000 TOTAL
WEST FORCE	758 POINTS	33% (1/3)	1000 POINTS
NORTH FORCE	569 1/2 POINTS	25% (1/4)	750 POINTS
SOUTH FORCE	434 1/2 POINTS	25% (1/4)	750 POINTS
EAST FORCE	977 1/2 POINTS	50% (1/2)	1500 POINTS
SKARSNIK (General)	255 POINTS		
TOTAL:	2994 1/2 (Ie, nominally 3000)		

DWARF ROSTER SHEET

BELEGAR'S FORCE

KING BELEGAR 505 points

Belegar carries three runic items: a double-handed axe with the Master Rune of Death (all wounds kill), Rune of Fury (+1 Attack) and Rune of Cleaving (+1 Strength); heavy armour with the Master Rune of Gromril (Toughness 10); and a Talismanic Warhorn with the Master Rune of Dismay (one use – immobilises enemy for one turn).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BELEGAR	3	7	6	4	5	3	5	4	10
Runic Bonuses				+1	10			+1	

10 LONG BEARDS 227 points

Armed with hand weapons. Wearing heavy armour and carrying shields (save 4+). Includes Champion and standard bearer. The standard bearer has a magic standard with the Rune of Battle (+1 combat resolution).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
LONG BEARD	3	5	3	4	4	1	3	1	9
CHAMPION	3	5	4	4	4	1	3	2	9

16 THUNDERERS 260 points

Armed with hand weapons and hand guns. Equipped with light armour. Includes Champion with pistol and standard bearer.

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

16 DWARF CROSSBOWS 278 points

Armed with hand weapons, light armour and shields, and crossbows. Includes standard bearer and Champion.

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

DUREGAR'S FORCE

LORD DUREGAR (Dwarf General) 410 points

Duregar carries two runic magic items: a double-handed axe with Skalf Blackhammer's Master Rune (always wounds) and the Rune of Fury (+1 Attack); and heavy armour with the Master Rune of Adamant (saves on a 3+ in conjunction with armour) and two Runes of Iron (+2 Toughness).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
DUREGAR	3	7	6	4	5	3	5	4	10
Runic Bonuses				AW	+2			+1	

ARMY BATTLE STANDARD 206 points

Duregar's battle standard is carried by a Dwarf Champion. The Dwarf wears heavy armour and carries a hand weapon. His armour is a magic item and has a Rune of Stone (total save 4+), and two Runes of Iron.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CHAMPION	3	5	4	4	4	1	3	2	9
Runic Bonus								+2	

RUNESMITH HURGAR THE BLACK 246 points

Hurgar has three runic items: a hammer with Rune of Cleaving (+1 Strength), Rune of Fury (+1 Attack) and Rune of Cutting (-1 save); heavy armour with the Rune of Resistance (re-roll save on 4+), Rune of Stone (+1 save – ie 4+), and Rune of Iron (+1 Toughness); and a talisman with the Rune of the Furnace (immune to fire attacks).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
RUNESMITH	3	6	4	4	5	2	3	2	9
Runic Bonuses				+1	+1			+1	

10 SLAYERS 368 points

The Slayers unit consists of 8 Troll Slayers, 1 Giant Slayer, and a Dragon Slayer. The Troll Slayers and Giant Slayer are armed with two handed weapons. The Dragon Slayer is armed with a double-handed axe with Alaric the Mad's Master Rune (Cancels saves) and Rune of Fury (+1 Attack).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
TROLL SLYR	3	4	3	3	4	1	2	1	9
GIANT SLYR	3	5	4	4	4	1	3	2	9
DRAGON SLYR	3	6	5	4	5	2	4	3	10
Runic Bonus									+1

10 HAMMERERS 222 points

Equipped with hammers, heavy armour and shields. Includes standard bearer. Led by a Dwarf Champion carrying a hammer with Rune of Cleaving (+1 Strength, giving him a Strength of 5).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HAMMERERS	3	5	3	4	4	1	3	1	9
CHAMPION	3	5	4	4	4	1	3	2	9
Runic bonus								+1	

20 DWARF WARRIORS 271 points

Armed with hand weapons, light armour and shields. Includes standard bearer and Champion.

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

ORC & GOBLIN ROSTER SHEET 1

WEST FORCE

(INITIAL FORCE DEPLOYED
AT START OF THE BATTLE)

ORC BIG BOSS 125 points

Armed with sword, light armour, and shield. Carries the Sword of Resilience (+1 Toughness – increasing Toughness from 5 to 6) from Warhammer Magic.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BIG BOSS	4	5	5	4	5	2	4	3	8

ORC SHAMAN CHAMPION 218 points

Armed with a sword. Carries the magic items Staff of Lightning (24" blast 3S6 hits with no saves, exhausted on a 1 or 2) and the Black Amulet (4+ save and saved wounds rebound in hand-to-hand fighting). Both these items are from Warhammer Magic.



PROFILE	M	WS	BS	S	T	W	I	A	Ld
SHAMAN CHAMPION	4	3	3	4	5	2	3	1	7

ORC ROCK LOBBER 96 1/2 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
ROCK LOBBER					7	3			
CREW (3)	4	3	3	3	4	1	2	1	7

RANGE	STRENGTH	SAVE	WOUNDS PER HIT
60"	10	none	D6

20 NIGHT GOBLIN ARCHERS 75 1/2 points

Armed with swords and short bows, led by a Night Goblin Boss, and including a unit standard.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
ARCHERS	4	2	3	3	3	1	2	1	5
BOSS	4	3	4	4	3	1	3	2	5

20 ORC BIG'UNS 243 points

Armed with swords, light armour and shield. The Mob has a standard. Led by an Orc Boss with Blade of Ensorcelled Iron (+1 to hit). This magic item comes from Warhammer Magic.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BIG'UNS	4	4	3	4	4	1	3	1	7
ORC BOSS	4	4	4	4	4	1	3	2	7

NORTH FORCE

NIGHT GOBLIN BIG BOSS 134 points

Armed with sword and shield. Carries two magic items: a Blade of Leaping Bronze (+2 Attacks, giving him 5 in total) and Armour of Protection (as heavy armour with reroll save on 4+). Both these items are from Warhammer Magic. Note that the basic save is 4+ with shield and magic armour.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BIG BOSS	4	4	5	4	4	2	4	3	6

28 NIGHT GOBLINS

WITH 3 FANATICS 224 points

Armed with spears and shields. The unit includes standard bearer and Boss. It also include three Fanatics. The Boss has a Parrying Blade (-1 enemy Attack). This comes from Warhammer Magic.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GOBLINS	4	2	3	3	3	1	2	1	5
BOSS	4	3	4	4	3	1	3	2	5

2 SQUIG HUNTER TEAMS

WITH 6 SQUIGS 136 points

Squig Hunters are armed with long prodders (+1 Strength) which they use to goad the Squigs into battle. See the Warhammer Armies Orcs and Goblin book for full rules.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GOBLIN	4	2	3	3	3	1	2	1	5
CAVE SQUIG	2D6"	4	0	5	3	1	5	2	2



20 NIGHT GOBLIN ARCHERS 75 1/2 points

Armed with short bows. The Mob includes a Night Goblin Boss and standard bearer.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
ARCHERS	4	2	3	3	3	1	2	1	5
BOSS	4	3	4	4	3	1	3	2	5

ORC & GOBLIN ROSTER SHEET 2

SOUTH FORCE

NIGHT GOBLIN BIG BOSS 71 points

Armed with light armour and shield. Carries the Shrieking Blade (causes *fear*), from Warhammer Magic.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BIG BOSS	4	4	5	4	4	2	4	3	6

30 NIGHT GOBLINS WITH 3 FANATICS 260 points

Armed with spears and shields. The unit includes standard bearer, Boss, and three Fanatics. The standard bearer carries a Standard of Shielding (+1 save for whole unit, giving a save of 5+). The Boss has a Rending Sword (all wounds cause double damage – ie 2 rather than 1). Both of these magic items come from Warhammer Magic.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GOBLINS	4	2	3	3	3	1	2	1	5
BOSS	4	3	4	4	3	1	3	2	5



20 NIGHT GOBLIN ARCHERS 75 1/2 points

Armed with short bows. The Mob includes a Night Goblin Boss and standard bearer.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
ARCHERS	4	2	3	3	3	1	2	1	5
BOSS	4	3	4	4	3	1	3	2	5

NIGHT GOBLIN SHAMAN 28 points

Armed with sword.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
SHAMAN	4	3	3	3	5	1	3	1	7

SKARSNIK 255 points

Skarsnik the Night Goblin General may be placed with any of the four contingents. Skarsnik is described in detail in the Warhammer Armies Orc and Goblin book. He is accompanied by his monster squig Gobbla, who always moves with and beside his master. Skarsnik carries two magic items – Skarsnik's Prodger and the Golden Helm of Atrazar. Skarsnik's Prodger is described in the Orc and Goblin book. It fights in combat at +1 Strength and can fire one magic blast in the magic phase per Orc or Goblin unit within 12" + one extra blast for each unit in hand-to-hand combat. Orc units must be 10

BLACK ORC BIG BOSS 214 points

Light armour and shield. He has the magic axe Morgor the Mangler (+1 WS, +1 T, +1 S, always strikes first and ignores normal armour saves). This comes from the Warhammer Magic supplement. He therefore has an effective WS of 7, T of 6 and S of 6, making him the single most destructive Orc on the battlefield.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BLACK ORC BIG BOSS	4	6	5	5	5	2	4	3	9

15 ORC ARRER BOYZ 179 1/2 points

Armed with bows and swords, wearing light armour. The Mob has a standard and is led by an Orc Boss.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
ORC	4	3	3	3	4	1	2	1	7
BOSS	4	4	4	4	4	1	3	2	7

10 ORC WAR BOARS 414 points

Armed with swords, with light armour and shields. The Mob is led by a Boss and has a standard bearer. The Boss carries a Blade of Leaping Gold (+3 Attacks, giving him 5 in total). Both magic items come from Warhammer Magic.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
BOAR BOY	4	4	3	3	4	1	2	1	7
WAR BOAR	7	4	0	3	4	1	3	1	3
BOSS	4	4	4	4	4	1	3	2	7

3 STONE TROLLS 195 points

Stone Trolls have a natural magical resistance and spells cast against them are dispelled on the D6 roll of 4+ (see Warhammer Armies Orcs and Goblins for full rules).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
STONE TROLL	6	3	1	5	4	3	1	3	4

strong and Goblins 20 strong to count. Maximum range is 24" and the blast causes a single S4 hit in the same way as a fireball spell. The Golden Helm of Atrazar comes from Warhammer Magic and gives its wearer a non-modifiable saving throw of 3+.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
SKARSNIK	4	5	6	4	4	3	6	4	9
GOBBLA	-	6	0	6	4	3	6	4	2

DESIGNER'S NOTES

The Battle at the East Gate of Karak Eight Peaks is a scenario with very specific objectives for each side. As they stand, the forces are evenly matched and both sides will find it relatively hard to meet their objectives. The Dwarfs are hindered by the limit of seven turns and their own slow move rate. They will be doing well to get any of Duregar's units off the western table edge. Getting them past the gate without losing too many casualties should be your principal aim.

The Goblins must fight an awesomely powerful array of troops and tend to die in droves. Mutual hatred will usually hold them in place against their adversaries. The largest Goblin force comes from the east but is positioned a long way behind the Dwarfs and will have a job to catch up. They cannot be relied upon to make much impact, but the Boar Boyz are an exception as they can move faster. Their hard hitting power will be needed if you are to destroy any Dwarf units. The random appearance of the Goblin forces and Belegar's relief force makes the game unpredictable but entertaining!

Whatever the order of appearance it is possible to win with either side. Obviously things can go badly wrong in this department, making life easier or harder for one side or the other. The chances of Belegar turning up in Turn 1 and neither Goblin force putting in an appearance at all is very low... and if this happens the Goblin player will find it almost impossible to stop the Dwarfs breaking through. On the other hand, a late appearance by Belegar can spell disaster for the Dwarfs. Combined with early entries from

the north and south this gives the Goblin player the opportunity to destroy one force and then the other. The Dwarfs are very tough though, and it is difficult to bring numbers to bear against them. The Goblin player will be doing well to make a serious impression on Duregar's army before Belegar turns up. Remember that the Goblin North and South Forces never turn up on the same turn.

It has probably already occurred to the reader that this is an ideal game for several players to participate in, each player taking control of one or more of the forces available. This, together with the relatively large number of troops involved, means it is an ideal format for a club game where players can pool their armies together. Obviously, one player from each side will be in overall command, although in the case of the Dwarfs the overall command switches from Duregar to Belegar once the Dwarf king comes into play. If you do this then note that Belegar becomes the army's General as soon as this happens.

If your players have the patience you can arrange the game so that only players whose forces are on the table are permitted to offer advice. Until their forces turn up players are expressly forbidden from talking to their fellow team mates. It is possible to arrange the game so that players whose forces are not on the table are not even allowed in the room and must wait while the initial stages of the battle unfold. However, this can get a bit boring for the parties concerned if their forces decide to show up late or not at all! A good alternative is to allow everyone in the games room by Turn 3 whatever happens, but ban communication until their force is present.

Players may also wish to refight the battle using different armies: High Elves, Chaos, Empire, or whatever. Obviously, there is no reason why you shouldn't do this, although the results will depend a great deal on the forces involved. When using faster moving troops than Dwarfs you might consider stretching the distances a little so that the ambushed force has a reasonable challenge.

By substituting different armies you'll get a good idea of how different races react in an ambush situation. Should you decide to have a bash with different or allied armies, then there's no reason why not to go the whole hog and change the details of the scenario to take account of the races involved. For example, the old Dwarf mines could become a narrow pass through the mountains which the High Elves come through, or the old tombs become the hidden entrance to a Skaven lair.

One of the biggest changes in the way the scenario works comes by introducing flying troops. In fact you can do this with the Dwarfs by selecting one or more gyrocopters for Belegar's force. These can make a very spectacular entrance as they come zooming over the gateway, bombs bursting all around and cannons blazing! In a similar vein, the entirety of Belegar's force or one of the Goblin ambushing forces could be aerial – High Elf eagles, Orc wyverns, Imperial griffons or pegasus, and so on. The more varied and interesting you make the game the further away it gets from the original battle. In fact it becomes a new scenario of your own, one which uses the troops and players available to you as its basis.



To the right of the Grim Brotherhood were the Slayers, led by their captain Skalli Daemonslayer, mightiest of the Slayers of Karak. The deathsongs of the tattooed and crested Dwarfs echoed over the battlefield as they prepared to meet their fates. Already Thorgrim could see that they were working themselves up into a frenzy.

Beside them on a slight rise in the floor, sweating cannon crews manhandled their guns into position. Snorri Gunaimer lovingly polished the runes on his weapon, while Grunni Helheimer supervised the positioning of the powder barrels. To their right was the new experimental flame cannon, fresh from the forges of the Engineers Guild. To its right were the massed ranks of the Thunderers, their handguns already shouldered and ready for firing. From their elevated position they could get a clear shot at most of the battlefield.

From behind the Dwarf army came the sound of blades whirring and steam engines coming up to pressure, as the gyrocopter crews made ready to take to the air. Thorgrim gave the signal to unfurl the banner. The whole Dwarf army let out a cheer as Valaya's Rune was unveiled. His army was ready to meet the ratmen breast to breast. It was ready to pit pure, Dwarf-forged steel against rusty scavenged Skaven weapons. It was prepared to match the tried and tested creations of the Engineers Guild against the demented ingenuity of the ratmen. After this day the Dwarfs would stand triumphant or Skaven scavengers would gnaw on the last bones of the Ancient Empire.

At some unspoken signal the ratmen moved forward, chittering and brandishing their weapons. The sheer speed of their advance was frightening. A black wave of thousands of gaunt feral bodies flowed over the broken ground. Yellow teeth glinted evilly in the half-light. Rat-Ogres bellowed their guttural challenges. The line of giant rats loped forward in the fore, large and hungry as starving wolves. The crack of jezzails filled the air. Glowing shots pattered off the Throne all around Thorgrim. He rose and stood proud, brandishing the Axe of Grinnir defiantly at the distant Skaven snipers.

Now an eerie glow coalesced round the Grey Seer as he drew magical energies to him. The energies congealed into a cloud of glittering gaseous vapour that enveloped each of the Rat-Ogres in turn. Bloody foam frothed from the monsters' mouths and they let out shrieks of mingled glee and pain.

"Steady brothers! Steady!" shouted Thorgrim, restraining his followers' natural urge to move towards their foe. He opened his Great Book and turned to Guttri's warriors. Slowly and clearly he recited the ancient and damning grudges, reminding each Dwarf present of the aeons' old legacy of hatred and loathing that he owed the Skaven. As Thorgrim's grinding voice echoed out the Hammerers faces went pale and they began to shake with fury. A few let out great sobs of passionate hate. Some tore at their beards and uttered unspeakable maledictions against the ratmen.

The Grim Brotherhood ducked their heads as the gyrocopters swept overhead. One of the flying machines peeled off and headed for the jezzails. One of the others headed for the right flank of the Skaven army. Another

tore straight towards the middle. The pilot lit one of his bombs with his cigarillo and tossed it out into the advancing mass. The bomb bounced, its fuse hissing and sputtering, and then exploded in the centre of the Skaven mass, sending broken and bleeding bodies tumbling through the air.

Now the cannons spoke in voices of thunder. The acrid stink of powder smoke filled the air. The wail of cannonblast echoed throughout the chamber. The blazing shot tore right through the ranks of the Rat-Ogres, smashing through the huge bodies as if they were made of paper. Thorgrim let out a yell of triumph as he saw the head of one of the beasts removed, sending blood fountaining into the air to cover the surrounding rats.

The flame cannon sent a jet of incandescent chemical fire spurting out towards the foe. It landed on an oncoming formation of Stormvermin and enveloped them in a sheet of incredibly hot flame. Their fur ignited and the smell of scorched flesh and burning pelt filled the air. Skaven burned screaming; burning ratmen ran everywhere, some frantically writhed on the ground trying to extinguish the flames. Others simply died, their flesh melting and running like boiling tar. The few survivors of the blast turned and fled, ignoring the chittered instructions of their Rat-Ogre-mounted general.

Now the Thunderers and crossbowmen blazed away at the oncoming horde. From their rise the gunners could get a clear view of the enemy. Musketfire peppered the leading Skaven. Broken bodies fell bleeding on the broken ground. Clouds of crossbow bolts flashed down into the giant rats. The great rodents died in droves and then they too turned tail and fled, more like simple brutes than the daemon-driven monsters they had at first appeared.

Now Kragg struck his anvil. Thorgrim's beard bristled. Blue lightning flickered round the head of his hammer. The bitter scent of ozone tugged at the back of Thorgrim's throat, mingling with the gunpowder taint. Lightning arced outward towards the Plague Censer Bearers. Frantically the Grey Seer chittered a counterspell and the huge bolt disintegrated in a shower of sparks.

Undaunted, the Skaven came on, a gibbering screaming horde too numerous to count. Thorgrim could now see their mad pink eyes and their lashing pink worm-like tails. They looked like an undisciplined leaderless mass but Thorgrim knew from the Great Book of Grudges that their fearsome mass attacks had overwhelmed many an army, that their fearsome war machines could slaughter masses given the opportunity. Now they were almost within range. As the Rat-Ogres drew close to the Dwarf army standard, Valaya's Rune glowed and pulsed. The frenzy seemed to leave the monsters as the Ancestor-Goddess's symbol drained away the Grey Seer's evil magic.

Suddenly, from behind one of the toppled statues, a band of black-garbed Skaven assassins leapt forth. Swiftly they scuttled towards the flame cannon crew. The lightly armoured gunners proved no match for the highly trained Skaven killers. A savage melee erupted round the weapon as the Dwarfs sold their lives dearly. One Skaven fell with the hands of a dying gunner wrapped immovably round its broken neck, even as its poisoned weapon buried itself

deeply in the Dwarf's gut. Thorgrim cursed the fact he was too far away to intervene. That was one more item for the Book of Grudges.

Once more jezzail fire rang out. The rat-gunners had obviously decided that Thorgrim was immune to their fire and concentrated on the cannons. Brave Dwarf gunners fell, their bodies riddled by the vile shot used by the foe. Thorgrim saw one Dwarf fall to the ground, his body spasming in pain. A second shot tore into him knocking him back a full six inches before he lay still.

Once more the Grey Seer chanted and to Thorgrim's horror thousands of tiny red eyes winked in the gloom. It seemed as if all the rats who had ever infested the tunnels beneath Everpeak had been drawn together and massed in a great pack. The Grey Seer gestured and the tide of vermin swept forward towards the Dwarf army, their rabid jaws glistening.

Kragg summoned magical energies from the anvil with his hammer and sent a bolt of power lashing towards the oncoming rats. The malevolent intelligence that had bound them together faded and they scampered away back to whence they came. In the middle of the Skaven army the Grey Seer gnawed his tail in frustration. Once more the hammer clanged against the anvil. Once more titanic bolts of coruscating energy leapt out at the Poison Wind Globadiers. This time the Grey Seer's frantic counterspell failed and three teams of the loathsome and deadly vermin fell, their brains fried and their eyes popping and splattering the insides of their goggles.

Thorgrim turned to the Grim Brotherhood and began to incite them. Hearing the ancient litany of death and woe the Brotherhood fell into a dark reverie. Every jaw set with unquenchable determination to slay Skaven. Every eye carried a fixed look of hatred directed towards the foe. A howl of frustrated anguish and bloodlust rose from the Grim Brotherhood as unrelentingly Thorgrim recited every misdeed the Skaven had performed against the hold of Zhufbar.

Thorgrim's voice was almost drowned out by the bellow of the guns as they spat forth their freight of death. The Trollslayers almost advanced into that terrifying zone of death; only Skalli's bellowed order held them in place. Ignoring the assassins at large around the flame cannon the gun crews continued to frantically load and fire their cannon. Glowing white-hot cannonballs rained down on the cringing Skaven. More Rat-Ogres fell under the onslaught of the mighty war machines. Crossbow bolt after crossbow bolt fell on the lines of Plague Monks: a dark rain of death that relentlessly eroded even the rabidly unfeeling ratmen following the putrefying corpse banner. One entire flank of the Skaven army almost fell away under repeated battering from the Thunderers.

The gyrocopters descended from the air. A burst of superheated steam tore through the jezzail crews and sent the survivors scurrying back toward the depths from which they had emerged. The second gyrocopter pilot brought his craft around the line and crossed the Skaven army laterally heading from the right flank to the left. His bomb bounced, narrowly missing the Grey Seer and exploding among a tightly packed mass of rat warriors causing terrible casualties. The last gyrocopter, which had

so recently bombed the Skaven centre, turned and skimmed the ground towards the rear of the Skaven army. With a hiss a great cloud of steam filled the air. The shrieks of the steam-boiled rats echoed beneath the vaulted ceiling.

Spells darkened the air between the two armies as the Grey Seer frantically tried to reassert his power over the Rat-Ogres. As the cloud of energy descended once more upon the spawn of Clan Moulder, Valaya's Rune glowed, neutralising the evil energies. Now lightning surged into the warfire crew and one of the few remaining Poison Wind Globadiers. So short was the distance now that Thorgrim's beard bristled and his hair felt as if it were standing on end like a Trollslayer's.

The crisis point of the battle had arrived. The fast crumbling Skaven army was now within charge distance. The general howled his orders. The desperate Skaven threw themselves forward.

Thorgrim snapped the Book of Grudges shut. The time for remembering was past. Now was the time to settle old scores in blood. It was like something out of a nightmare, watching the vast wave of man-sized rats race towards him, all snapping jaws and lashing tails. The force of the first wave almost smashed through the steel wall of Dwarfs and broke their line. Almost, but not quite. The Dwarfs stood firm as an avalanche of black-furred death swept down on them.

A vile and terrible odour filled the air. Thorgrim shouted to his troops to hold their breaths. This was the dreaded poison wind for which the Globadiers were justly feared and hated. There was a flash of fire on the far right. At first Thorgrim thought that the flame cannon had exploded but then he realised that the fire was a different colour, tinged with purple and a strange almost-black. The smell of burned meat and sizzling fat filled the air. Doubtless a warfire thrower had taken effect on the Thunderers.

Now the fighting became close and deadly as steel-musled Skaven warriors sprang forward relentlessly, their great blades cleaving into the Dwarf ranks. Worse still, deadly assassins, armed with poison-dripping blades, leapt from the swarms of lesser warriors and lashed out at the Dwarf leaders. Thorgrim saw Guttri himself go down, his rune-weapon falling from his nerveless fingers. Another entry for the Book, he thought, as he found himself confronting the great Rat-Ogres and the Skaven general. The impact of the general's lance almost pinned him to the Throne but the ancient treasured armour of his ancestors held. Ignoring the sparks flickering before his eyes the Dwarf king prepared to fight back.

Goaded by their handlers the mighty warbeasts fell on Thorgrim's bearers. Mighty claws lashed out, shredding gromril armour like paper and tearing great gashes in the sides of the Dwarfs. Momentarily Thorgrim saw a flash of pure white bone through pink meat as Grimli's ribs were exposed by the attack. Then Thorgrim's flesh tingled as the Throne unleashed its power. The skin of Grimli's side knitted together and new smooth pink skin replaced the old mangled stuff.

Wild exaltation filled Thorgrim. The Axe of Grimnir pulsed with power in his hand. He felt god-like, invincible, deadly. A lesser warrior might have been filled with fear of such a deadly living killing machine as the Rat-Ogre. Thorgrim knew he was its master. Bracing his feet wide on the Throne he lashed out with the axe. The great ancient runes on the weapon's side burned bright as it bit deep in the Rat-Ogre's side, splintering ribs as if they were rotten timbers. His second blow severed the thing's spine and sent it flopping to the ground in two separate halves. The eruption of filth and gore covered the Skaven general, blinding it momentarily. Thorgrim took advantage of its distraction to bury his axe in its skull, cleaving it almost in two.

Grimli and the other bearers lashed out with their axes, cutting and hacking their way through the Rat-Ogres. The giant beasts snarled ferally even as they fell. Not even death it seemed could extinguish their mad hatred for all other living things.

For a moment there was a lull in the battle. From his position on the Throne Thorgrim could survey the whole battle line. Thorgrim knew this nightmarish scene would burn itself into his brain for the rest of his days. The screams of the dying and the warcries of the living mingled and filled the Underhall with a hellish cacophony. The flickering unearthly flamejets of the warfire throwers gave fitful illumination to the dreadful tableau. Countless dead and dying lay everywhere. The wounded lay together, their lives seeping away through holes in their rent flesh. Overhead the gyrocopters swooped like great insects, the thunder of their rotors adding to the cacophony.

A huge black screaming mob, hundreds strong, had smashed into the Dwarf line and threatened to overwhelm it. On the right the Thunderers had taken terrible casualties from the warfire throwers. They had shamefully turned and fled before the onslaught of the supernatural flames. Ratmen had overrun the cannons and snapped at the heels of Kragg as he stood atop his anvil. Even as Thorgrim watched the Runesmith whipped up the lightning and sent scorched and mangled Skaven tumbling back from the sacred artefact.

The Slayers had surged forward through the ratmen's ranks, leaving a trail of broken and bloody bodies behind them. Skalli fought with irresistible force as he clove a bloody path towards the Grey Seer. His Slayer brethren hurled insults and jeers at the retreating Skaven. On all the battlefield nothing seemed a match for their insane ferocity.

The Grim Brotherhood and the Plague Monks fought breast to breast. It was a scene of madness. Both sides lashed out, driven by utter insensate hatred. It was hard to tell who had the mastery. Neither force was willing to give ground. Plague Monks ripped out the throats of Dwarf warriors with their teeth. Even as they died the Dwarfs struck out with their axes. Around Harek's feet lay the dismembered bodies of all the Plague Censer Bearers. The runes on the Zhufbari had killed them outright, before they could unleash their deadly weapons.

From the rear of the Grim Brotherhood's ranks, clouds of sickly green vapour rose where the poison wind had been

unleashed. Thorgrim could see poisoned Dwarfs reel and fall, bloody froth bubbling from their mouths and nostrils. One more entry for the Dammaz Kron.

On the left the Hammerers had turned back the Stormvermin. Enraged by the loss of their leader, the Dwarf veterans fought like unleashed daemons, crushing Skaven skulls like eggshells beneath their mighty hammers. The assassin who had struck down Guttri was mashed to jelly by Guttri's kinsmen. Thorgrim knew that the deaths of two hundred such vermin would not be enough to repay one drop of Guttri's blood. Yes, the Skaven would pay. Thorgrim would see to that.

On the extreme left, the crossbowmen had started to reform into a deeper formation, preparing to enter the maelstrom of hand-to-hand combat.

There was nothing else for it now, Thorgrim realised. "Forward, brothers!" he shouted. Slowly, inexorably, the Thronebearers began to carry him forward, over the corpses of the Rat-Ogres into the flanks of the Plague Monks. The Axe of Grimnir sang a song of doom and destruction in his hands. Nothing that came within reach lived. The leprous forms of the Plague Monks squelched and fell apart as he cut into them. One threw himself straight at Thorgrim. The Dwarf king caught it by its slimy and pustulent throat, halting its flight in mid-air, forcing the snarling monk to his knees in front of him before severing its neck with a single stroke. His bearers lashed out, bringing a whirlwind of death to the monks of Clan Pestilens.

Heartened by the king's presence the Grim Brotherhood surged forward, slaughtering the Plague Monks to the last. They left no diseased Skaven alive. Their foul bodies were heaped high, polluting the good earth round their awful standard. The Hammerers smashed through the last remaining Stormvermin and surged forward into the Skaven following, who turned on their heels and fled.

As suddenly as a summer storm the battle became a rout. Seeing Skalli and his lads forging towards him the Grey Seer disappeared in a flash of light and cloud of brimstone. The Thunderers reformed their ranks to face the warfire throwers. Looking down the barrels of a line of Dwarf musket barrels and seeing their isolation, the warfire teams suddenly thought the better of standing their ground. They turned and fled towards where they had come from. The assassins round the cannons slipped away before Thorgrim could give the order to pursue, scattering in all directions and rushing for the shadows as if all the daemons of Chaos were on their heels.

From the air the gyrocopters swooped on the fleeing Skaven routing them utterly, flying amid the terrified foe and squirting them with great gouts of steam. Suddenly the Dwarfs stood alone in possession of a battlefield carpeted with black-furred corpses. Thorgrim surveyed a scene of utter carnage, of hacked up bodies and mangled flesh. He looked out on the field and was filled with a mixture of triumph and gloom. One by one the captains of the Dwarf regiments made their way through the twilight towards him. One by one they kneeled before the throne. Thorgrim opened the Great Book of Grudges.

"Name the dead!" he commanded.

THE DWARF LANGUAGE AND SCRIPT

The language of the Dwarfs – Khazalid – is a very ancient tongue indeed. Over the many millennia of history the Dwarf language has changed only slightly, having absorbed some words from the humans and the Elves. This resistance to change is undoubtedly due to the strong sense of tradition which all Dwarfs possess.

Dwarfs are extremely resistant to new ideas, especially if those ideas come from other races. In contrast, there are many words in the tongue of men which obviously owe their origins to the Dwarfs. This means that there are inevitably points of similarity between the two languages, especially in words for metal working and mining.



Khazalid is spoken freely amongst the Dwarfs, but it is rarely heard by other races except on the field of battle as harsh war cries and bitter curses. The Dwarfs are very secretive about their tongue, and it is almost unheard of for a member of any other race to master its intricacies.

Khazalid is a language which reflects the Dwarfs and their preoccupations. There are hundreds of words for different kinds of rock, for underground passages and tunnels, and for precious metals, for example.

It is said that the Dwarfs have over a hundred words for gold, depending upon its lustre, colour, purity and hardness. When Dwarfs gather for an evening's drinking, a popular sport is the Gold Song, in which they take it in turn to sing verses about gold. Each Dwarf must use a different word for gold when he sings his verse, and any Dwarf who repeats a word already sung, or who is unable to think of another word for gold, must pay a forfeit. As the forfeit usually involves buying a round of beer for the whole company, a Dwarf will often invent a new word for gold rather than admit defeat. If his new word goes unchallenged then he avoids paying the forfeit and yet another word for gold is invented!

Dwarfs are noted for their grim demeanour. They weigh their words carefully and employ them sparingly. When a Dwarf says something you can be sure he means it and when he gives you his opinion you can be certain it is well considered. Dwarfs do not change their minds readily or without good reason.

When the ale is flowing Dwarfs become more garrulous and easy-going. When a company of Dwarfs gather to drink they are prone to bursting into song. Dwarfs have many songs about the mountains, the old days, and about their heroic exploits.

As Dwarfs have very deep, gruff voices, this can be more rowdy than tuneful, but this is more than made up for by

enthusiasm and volume. In these situations other races can find Dwarfs extremely loud and annoying.

As well as their unique language Dwarfs have their own runic script. This script was originated by the Dwarfs for engraving upon stone, hence the runic letters are made up of straight lines which can be easily cut with a chisel. Like other alphabets, there are runes which represent specific sounds and runes which represent ideas, places, or things. This means it is often possible to write the same word in two different ways, either spelled out in full or as a single rune.

Although there are many Dwarf words for physical things such as stone and gold, there are surprisingly few words for abstract concepts. As a result, the same word is often used for two different things, one being a physical object and the other a concept which the Dwarfs perceive as related to it. For example, the word for mountain is *karaz* and the same word is also used to denote permanence and unyielding. Curiously enough, the Dwarf word for men is *umgi*, and the same word denotes shoddiness in construction – to a Dwarf the phrase 'man-made' is a damning criticism of a building's structural soundness.

Dwarfs engrave runes on their shields and display them on their banners to denote their clan and family loyalties. Runes are one of the most common shield devices and one of the easiest ways a warrior can proclaim his identity. Runes are also used to write damning curses onto shields or banners, often reminding the warriors of some long-standing grudge that they have the opportunity to avenge. There is also a whole group of special magic runes, runes of great power whose shapes are used by Runesmiths to entrap magic and ensorcel weaponry. These special runes are discussed elsewhere.

The sounds of the Dwarf language are difficult for men to pronounce and the runic descriptions that follow are as close as it is possible to get. The Dwarf tongue is full of throaty noises like 'ak' and 'ag' and nasal buzzing sounds like 'az' and 'uz'. It is a harsh language which reflects the mountains and the winds, splintering rocks and the sound of hammers on anvils.

There is not enough space to describe the Dwarf language fully or to give all but a brief selection of Dwarf words. It is worth noting that most Dwarf words have several meanings, and the exact meaning often depends upon its context. The way the word ends can also help determine its meaning. For example words which end with 'az' are usually either places or physical things. Words which end in 'ak' are more often than not abstract concepts such as battle, war or endurance. The ending 'i' usually refers to a race, a profession or a type of person. For example the word for the race of men in general is *umgi* whereas the word for a particular man would be *umgaz*, and the concept of mannishness is expressed by the word *umgak* (which also means 'shoddy'). Because the ends of words tend to change to reflect their meaning you will recognise certain common root words amongst the examples which follow.

A DWARF LEXICON

The following Dwarf words reflect something of their culture and way of thinking, and will enable you to interpret some of the Dwarf names you will find in this book.

Agrul	Stone carving; lines in face of very old Dwarf.	Ekrund	A stairway descending beneath the ground
Angaz	Ironwork	Elgi	Elves
Ankor	Domain or realm	Elgram	Weak, enfeebled, thin
Az	War axe	Elgraz	Construction that looks as if it is about to collapse
Azgal	Treasure hoard	Frongol	Mushrooms which grow at the back of a cave
Azul	Metal of any kind; dependable; a sturdy Dwarf.		
Bar	A fortified gateway or door	Galaz	Gold of particular ornamental value
Barag	War machine	Garaz	Fearless, rebellious
Baraz	A bond or promise	Gand	Find, discover
Boga	A candle which blows out unexpectedly plunging the tunnel into darkness	Gazan	Plains, wasteland
Bok	Banging your head on the roof of a low tunnel; characteristic scar on forehead caused by same!	Gibal	Fragments of food enmeshed in a Dwarf's beard
Boki	Slang word for Dwarf miners	Ginit	Small stone which works its way into your boot causing discomfort
Bolg	Large fat belly. Also a state of extreme wealth, age and contentment.	Girt	Broad tunnel with plenty of headroom
Bryn	Gold which shines strikingly in the sunlight; anything shiny or brilliant.	Gor	Wild beast
		Gorak	Great cunning, uncanny
Chuf	Piece of very old cheese a Dwarf miner keeps under his hat for emergencies	Gorl	Gold which is especially soft and yellow; the colour yellow.
		Gorog	Ale; high spirits; a drinking binge.
Dammaz	A grievance, grudge, or insult to be avenged	Got	March or travel quickly and with purpose
Dammaz Kron	The Book of Grudges	Gnollengrom	Respect due to a Dwarf who has a longer and more spectacular beard
Dal	Old, good	Grik	Pain in the neck caused by continually stooping in low tunnels
Dar	A challenge or bet	Grim	Harsh, unyielding
Dok	Watch, observe, see. Also the eye.	Grimaz	Barren place
Dongliz	The parts of a Dwarf's body that are impossible for him to scratch	Grindal	Long flaxen plaits worn by Dwarf maidens
Drakk	Dragon	Grint	Waste rock or spoil left by miners' excavations
Drek	Far, a great distance; great ambition or enterprise.	Grizdal	Ale which has been fermented for at least a century
Dreng	Slay in combat	Grizal	Poor meat
Drengi	Slayer, one of the cult of Slayers	Grobi	Goblins
Drongnel	Dragon stew with cave mushrooms marinated in strong ale	Grobkaz	Goblin work, evil deeds
Drung	To defeat, vanquish	Grobkul	Art of stalking Goblins in caves
Duk	Low, narrow tunnel	Grog	Inferior or watered ale; mannish brew.
Dum	Doom or darkness	Grom	Brave or defiant
Durak	Hard	Gromdal	An ancient artefact
Duraz	Stone or slab	Gromthi	Ancestor
Dawi	Dwarfs	Grong	Anvil

Gronti	Giant	Ogri	Ogre
Grumbak	A short measure of ale; trivial complaint or grumble.	Onk	Comradely accretion of dirt and grime on company of Dwarfs who have spent many days underground.
Grumbaki	A grumbler or whiner.	Ok	Cunning or skilful
Grund	Hammer	Okri	Craftsman – a common personal name
Grung	A mine	Ragarin	Coarse and uncomfortable clothing made from the hide of a Troll
Grungni	Dwarf Ancestor, god of mines and smiths.	Rhun	Rune, word, or power.
Grungnaz	Making or smithying	Rhunk	Runesmith
Grungron	A forge	Rik	King or Lord
Guz	To consume food or drink	Rikkit	A small stone which falls on your head as you walk down a tunnel
Hazkal	Ale brewed recently; a fiery young warrior.	Ril	Gold ore which shines brightly in rock
Hunk	Carry heavy rocks or other burden	Rinn	A Lady Dwarf; king's consort.
Ik	Putting your hand in something slimy and unpleasant in the darkness	Rorkaz	Informal shouting contest
Irkul	Pillared vault hewn in rock	Runk	A one-sided fight; a sound thrashing!
Kadrin	Mountain pass	Rutz	Slackness of bowels caused by drinking too much ale
Karak	Volcano or barren mountain	Stok	To hit or strike
Karak	Enduring	Strol	Walk or travel leisurely
Karaz	Mountain	Stromez	Stream
Kazad	Fortress	Skof	A cold meal eaten underground
Kazak	War or battle	Skrat	To search for gold amongst rock debris or stream bed; scavenge; sparse living.
Khaz	An underground hall	Skrati	Poor prospector
Kulgur	The art of cooking Troll	Skree	Loose rock on mountain-side
Klad	Armour	Skruff	A scrawny beard; an outrageous insult!
Konk	Gold which is ruddy in colour; large and bulbous nose.	Skrund	To hew rock; to get stuck in!
Kron	Book, record or history.	Skuf	A drunken brawl or skirmish
Krink	Bad back due to continual stooping	Slotch	The sodden mix of water, mud and pulverised stone found at the bottom of a mineworking.
Krunk	Underground rockfall; a disaster!	Thag	Slay by act of treachery
Kruk	A seemingly promising vein of ore which gives out suddenly; an unexpected disappointment; a venture which comes to nothing.	Thagi	Murderous traitor
Khrum	War drum	Thindrongol	Secret vault in which ale or treasure is hidden
Krut	A discomfiting disease contracted from mountain goats	Thingaz	Dense forest
Kruti	A Dwarf suffering from Krut; a goatherd; an insult.	Throng	Army; huge assembly of Dwarfs; a clan.
Kuri	Meat stew boiled up by travelling Dwarfs from whatever ingredients are at hand. Traditionally spiced with wild berries.	Thrund	A hand gun
Lok	Highly embellished or intricate; praiseworthy.	Trogg	A feast or heavy drinking bout
Makaz	Weapon or tool	Troll	Troll
Mingol	Tall watchtower built on lowland	Tromm	Beard; respect due to age or experience.
Naggrund	An area of great upheaval, devastation, or industry.	Ufdi	A Dwarf who is overfond of preening and decorating his beard; a vain Dwarf; a Dwarf who cannot be trusted to fight.
Nogarung	Drinking tankard made from the skull of a Troll	Umgi	Men
		Umgak	Shoddy, poorly made
		Und	A watchpost carved into the mountain-side

Ungrim A Dwarf who has not yet fulfilled an important oath; an untrustworthy Dwarf.

Ungdrin Ankor Underway, the ancient underground roadway of the Dwarfs.

Ungor Cavern

Urbar Trade

Urbaz A trading post or market

Urk Orc or enemy

Uzkul Bones or death

Valdahaz Brewery

Varn Mountain lake

Vongal Raiding band of men

Vorn A farm

Wanaz A disreputable Dwarf with an unkempt beard; an insult.

Wattock An unsuccessful Dwarf prospector; a down-at-heel Dwarf; an insult.

Wazzok A Dwarf who has exchanged gold or some other valuable item for something of little or no worth; a foolish or gullible Dwarf; an insult.

Werit A Dwarf who has forgotten where he placed his tankard of ale; a state of befuddlement.

Wutroth Wood from ancient mountain oak

Zak An isolated hut in the mountains

Zaki A crazed Dwarf who wanders in the mountains

Zharr Fire

Zhuf Waterfall or rapidly flowing river

Zorn Upland plateau or high meadow

NUMERALS

1	Ong	I	8	Odoro	III
2	Tuk	II	9	Nuk	IIII
3	Dwe	III	10	Don	+
4	Fut	IIII	100	Kantuz	◇
5	Sak	IIII	1000	Milluz	⊕
6	Siz	IIII			
7	Set	IIII			



OTHER RUNES

A or I	Y	Kar	M
Ak	⌘	L or Ul	⌘
Az	▷	M	⌘
B	⌘	N	⌘
D	⌘	Ng	Λ
Dr or Tr	⌘	O	⌘
E	⌘	R	⌘
F or V	⌘	T	⌘
G	⌘	Th	⌘
H	1	W or U	⌘
K or Kh	K	Z or Zh	⌘

SOME COMMON DWARF WORDS

A	Of, with, within, to
Af	They, you (plural)
Ai	Yes
Bin	In, on, beside
Ek	He, she, it, you (singular)
Nai	No
Ok	Why, how
Or	I, me, myself
Um	Them, those, these
Un	And
Ut	Us, we, ourselves
Wanrag	Where
Wanrak	When

WAR MACHINES

DWARF ORGAN CANNON

The Dwarf Engineers Guild has developed a multi-barrelled cannon called an **organ gun** or **organ cannon**. Its name derives from the pipes of a musical organ which the array of barrels resembles. The organ cannon's five barrels are smaller and lighter than those of an ordinary cannon, but the gun does have the advantage of being able to fire several shots. The cannon can fire one shot at a time, like an ordinary cannon, or several shots all at once with devastating effect.

The organ cannon shoots like an ordinary cannon. In the shooting phase turn the cannon so that it faces your target. Now declare how far you wish to shoot without measuring the range. Note that the maximum distance you may declare is 24", whereas with larger cannons this is either 48" or 60". The ball travels the distance you have nominated plus the score of an artillery dice (marked 2, 4, 6, 8, 10 and Misfire). The ball travels the distance indicated and may land short, strike the target, or overshoot depending on how well you have estimated the range. Remember that the dice always adds at least 2", so you should deliberately aim a bit short of your target.

Once you have established where the cannonball hits place a small coin or other marker over the spot. The cannonball does not stop where it hits the ground but bounces, cutting a line straight through any targets in the way. To determine how far the ball bounces roll the artillery dice once more and mark the place where the ball comes to a rest. Any models between the two points where the ball strikes the ground and where it stops are hit by the flying projectile. Any model struck by the cannonball takes a Strength 10 hit resolved in the normal way. If a cannonball wounds then it causes not 1 but D3 wounds. No saving throws are allowed.

MISFIRES

Every time you fire the organ cannon you roll the artillery dice twice: once to see where the ball lands and once for bounce. If you roll a misfire when rolling the first dice the cannon has misfired and may explode. Roll a D6 and consult the Misfire Chart. If you roll a misfire on your bounce roll then this indicates the ball has stuck in the ground and does not bounce. In this event the shot will hit any model it lands on, but there is no further damage from the bouncing ball.

MULTIPLE SHOTS

The organ cannon can fire several shots in one turn, up to a maximum of one for each barrel. All shots during the turn must be in the same direction, you cannot swivel the gun around in between shots. The organ cannon cannot be reloaded until all the barrels have been fired, so you need to keep a record of how many barrels have been fired and how many remain. Once all the barrels have been fired it takes an entire turn to reload all the barrels.

MISFIRE CHART

D6 roll Result

- | | |
|-----|--|
| 1-2 | <i>Destroyed!</i> The cannon explodes with a mighty crack. Shards of metal and wood fly in all directions leaving a hole in the ground and a cloud of black smoke. The cannon is destroyed and its crew slain or injured. Remove the cannon and its crew. |
| 3-4 | <i>Malfunction.</i> The cannon fails to ignite and the cannon does not fire. The weapon must be reloaded from scratch before any more shots can be fired. This takes one entire turn. Until reloaded the cannon may not fire. Once reloaded all barrels are ready to fire. |
| 5-6 | <i>May Not Shoot.</i> A minor fault prevents the cannon firing. Perhaps the fuse is not set properly or maybe the crew mishandle the loading procedure. The barrel does not shoot and no further shots may be fired that turn. The cannon is unharmed and may shoot as normal next turn. |

PROFILES

The organ cannon has more barrels than an ordinary cannon but these are smaller and lighter. Its range and the amount of damage it inflicts is slightly less than a cannon.

Artillery Piece	Maximum range			
	You may guess	Strength	Save	Wounds
Organ Cannon	24"	10	None	D3

Organ cannons are stoutly made from iron and solid wood and can sustain considerable damage as shown on their profile below. An organ cannon can be moved by its Dwarf crew at 3" per turn. If crew are slain the move rate is reduced proportionally. The organ cannon cannot shoot and move in the same turn, other than to pivot on the spot to face its target.

	Move	Toughness	Wounds
Organ Cannon	As crew	7	3

LOSS OF CREW

An organ cannon requires a full crew of three Dwarfs to work it properly. If one crew member is slain the other two can just about get by and the cannon may fire as normal. If two crew are slain the remaining crewman can still operate the weapon, but it will take twice as long to reload: two turns instead of one. If all crew are slain the cannon is useless.

FLAME CANNON

The Dwarf Engineers Guild is one of the most secretive of all Dwarf institutions and over the centuries its members have honed their skills of precision engineering to a fine art. Most of their inventions are practical and functional: pumps to clear water from mine workings, engines to draw cages up vertical shafts, and steam-powered hammers to beat out sheet-metal. They have also developed machines for battle, including deadly cannons. One of the more unusual but highly effective of these weapons is the **flame cannon**.



A volatile concoction of hot oil and molten tar is mixed in the barrel of the flame cannon. Air is pumped into the barrel until the pressure inside is very great 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 inside. The mixture catches fire as it spurts from the barrel and burning oil arcs into the air towards the enemy ranks. With a bit of luck the flaming oil lands right in the middle of an enemy unit, spraying fire and boiling tar over the target.

Flame cannons shoot in a similar way to cannons, but instead of firing a cannonball they shoot a gout of flame – use the teardrop-shaped fire template from the Warhammer game to represent this.

To fire the cannon, first turn it on the spot so that it points at your intended target. Now declare how far you wish to shoot, up to a maximum of 12", eg 12", 10", 8" etc. This represents the gunners elevating the barrel to get the required trajectory. They are guessing the range and so are you! The jet of inflammable liquid will travel the distance you have nominated plus the score of an artillery dice (marked 2, 4, 6, 8, 10 and Misfire).

Roll the artillery dice and add the score to the distance you have nominated. The jet will travel the total distance and will land short, hit the target, or pass straight over it depending on how accurately you have guessed the range and what effect the dice roll has.

When you have established where the jet of flaming liquid hits the ground place a marker on the spot. The jet sprays out from this point and scorches a line through any targets in its way. To determine the swathe cut by the burning liquid place the flame template with the narrow end on the point where the jet hit the ground and the wide end pointing directly away from the cannon so that the flame continues in a straight line. Any models under the template are automatically hit and scorched by flaming liquid. Any model struck by the flame takes a Strength 5 hit and any model wounded by the flame takes D3 wounds. Saving throws apply as normal (ie, -2 save). If in doubt as to which models are hit, apply the usual rule regarding templates: any model whose base is at least 50% under the template may be considered as hit.

A unit which suffers casualties from the flame cannon must take an immediate panic test to represent the horrific effects of this weapon.

If you do not wish to fire the flame cannon that turn then you must test to see if the pressure can be contained. Roll a D6 at the beginning of the shooting phase. If the score is a 1 the pressure cannot be contained and the cannon fires straight ahead at a target point 2D6 inches away plus one roll on the artillery dice as normal.

If you roll a misfire on the artillery dice the flame cannon has malfunctioned with potentially devastating consequences. Roll D6 and check the following chart to see what happens.

FLAME CANNON MISFIRE CHART

D6 Result

- 1-2 *Destroyed.* The weapon explodes in a sheet of flame. The flame cannon is destroyed and the crew slain.
- 3-4 *Malfunction.* The volatile mixture fails to ignite and the cannon squirts smelly hot oil and tar into the air. Although unpleasant, this is not deadly, and has no effect on the target. The crew must carefully prepare the cannon for firing again properly. The flame cannon will take one full turn to build up pressure again.
- 5-6 The Dwarf crew can tell from the dials and the hiss of escaping gas that the pressure is not high enough for the cannon to fire. The flame cannon may not fire this turn.

PROFILES

Maximum range you may guess	Strength	Wounds	Save
12"	5	D3	-2

The flame cannon is a large and well constructed device but by its very nature it is vulnerable: all the hot tar, oil, high pressure and flame is a recipe for disaster. The flame cannon itself is reasonably sturdy, but if it suffers damage it becomes unreliable and dangerous. The flame cannon has a Toughness of 7 and can sustain 3 wounds before it is destroyed.

Toughness	Wounds
7	3

For each wound suffered by the flame cannon deduct -1 on the Misfire Chart for all misfire rolls. This means a flame cannon with two wounds left would deduct -1 from a roll on the Misfire Chart, and any roll of a 1-3 would

therefore destroy it. Note that suffering wounds does not increase the likelihood of a misfire, but it does make misfires more dangerous when they happen.

You can move the flame cannon at the same rate as its crew (3") assuming they are all alive. If crew are slain the move rate is reduced proportionately. The flame cannon may be turned on the spot to face its target, but otherwise it may not move and fire in the same turn.

LOSS OF CREW

The flame cannon requires a full crew of three Dwarfs to work it properly: to pump up the pressure, aim the gun, fire the nozzle, etc. If one crewman is slain the remaining pair can just about cope without slowing up the rate of work. No penalty is therefore imposed for the loss of one crewman. If two crewmen are slain the remaining crewman won't be able to prepare the weapon properly, ie the flame cannon can only be fired every other turn. Should all the crew be slain the flame cannon is useless.

FLAME CANNON SUMMARY

1. Align the flame cannon on target and declare the distance you are aiming, up to a maximum of 12".
2. Roll the artillery dice and add the score to the distance aimed. The burst of flame spurts through the air and lands at this point.
3. If you roll a misfire refer to the Misfire Chart.
4. Place the thin end of the flame template where the flame lands and the larger end extending directly away from the flame cannon. All models at least 50% under the template are hit.
5. Resolve the effects of all hits at **S5** and -2 save.
6. Any units taking casualties must take an immediate panic test.

THE THRONE OF POWER

For over four thousand years the Dwarf High Kings have been carried into battle on the Throne of Power. The Throne is an ancient wonder and an astounding piece of craftsmanship, a marvel amongst the Dwarfs. The Throne normally resides in the cavernous throne room of Karaz-a-Karak, raised upon a massive pedestal of polished stone. Those who would seek an audience with the High King must climb a flight of steep steps as the Dwarf Lord stares down at them imperiously from the massive Throne.



Tradition dictates that whenever the King sits down he must do so on his Throne of Power. To this end the Throne is continually carried around after him as he goes about his daily business. This can be extremely inconvenient, but the Dwarfs are great traditionalists and the High King must be seen to uphold the ancient ways.

The Throne is borne aloft by four strapping Dwarfs called the throne bearers. It is a great honour for a Dwarf to be a throne bearer, for they are also the High King's bodyguard. They follow him all day, and stand by his side wherever he goes. When he is ready to sit they bring his Throne for him. When he no longer wishes to walk they carry him aloft on the throne itself. Only the fittest and strongest Dwarfs are up to this daunting task, and the throne bearers train rigorously every day. Most of their training involves drinking vast quantities of nutritious Dwarf ale to build up their strength.

The throne bearers swear a binding oath never to abandon their Lord, and to give their own lives to protect him. Dwarfs take this sort of thing extremely seriously, and to break such an oath would bring lasting dishonour to the oath-breaker's family, descendants and ancestors. In all of Dwarf history there is only one recorded occasion when a throne bearer, Forkhelm Shiverback, abandoned the High King in battle. His entire family subsequently left Karaz-a-Karak and wandered eastward into the Darklands never to return. This terrible shame is not something Dwarfs ever talk about.

It is said that the Throne of Power was made by Grungni himself and that while it endures the Dwarf race will also endure, but should it ever be destroyed then the Dwarf race will be doomed. The Throne is inscribed with the great rune Azamar, the unique rune of eternity, a rune so potent that only one of it can ever exist.

The Throne itself cannot be harmed by anything – it is all enduring and any hits against it are ineffective. In addition, the Throne's unique rune protects the High King and throne bearers in the following manner. The first four wounds sustained by the High King or the throne bearers are ignored – the power of the Throne immediately nullifies the hurt sustained. You will need to note down on a scrap of paper the number of wounds nullified in this way. Note that it is the first four wounds sustained by any of the five Dwarfs which are ignored, regardless of

whether they are suffered by the throne bearers or the High King. Once all four wounds have been nullified further wounds are sustained as normal.

SHOOTING

The Throne, Dwarf High King, and four bearers are considered as a single entity for purposes of shooting in a similar way to a chariot. The Throne counts as a large target for shooting purposes and any hits scored against it are randomised between the Throne itself, the High King and the bearers. For each hit scored roll a D6 and consult the following chart. Note that any hits scored against the Throne of Power are immediately discounted – they just bounce off regardless... even cannonballs!

D6 Roll	Hits
1	The High King
2-3	The Bearers
4-6	The Throne (discount hit)

If the Throne group is hit by a cannonball, a bolt thrower, or similar war machine, roll to determine whether the

Other races do not consider Dwarfs a very musical people. Dwarfs, on the other hand, know what they like. They like raucous singing. They like thumping their hands and pounding their fists rhythmically on the table. Most of all they like their music loud.

In fact, once a Dwarf has a few pints of ale in his belly it is very difficult to stop him singing. When a company of Dwarfs gathers in a travellers inn then the inevitable always happens. A great deal of ale is drunk and the Dwarfs will sing long into the night. As the evening draws on the songs get louder and increasingly vulgar, for Dwarfs have an earthy sense of humour at best, and are not overly sensitive about the feelings of more delicate folk. Their deep, grating, and bellowing voices are not generally appreciated by the likes of men. Elves have been known to go deathly pale and to quiver pathetically when obliged to listen to a Dwarf in full voice.

During their infamous and now wisely forgotten tour of the Reikland, the Zhufbar Miners Close Harmony Choir drank the entire town of Grunburg dry and caused riots in Wissenburg, Kemperbad and Ubersreik. Their leader, the huge and extraordinarily obese Borin Bullroarer, was arrested in Altdorf when his performance panicked some passing horses, leading to the Great Altdorf Stampede. Tension was already high due partly to the Dwarfs' reputation for drunkenness, but also to the incalculable damage done to the Emperor's Window in Sigmar's Temple during Borin Bullroarer's memorable performance of "She Was Only a Halfling's Daughter".

As Borin pointed out, it was hardly his fault if shoddy human workmanship had proven unable to stand up to his spirited singing... and the same went for the temple's poorly laid foundations.

High King, Throne or bearers are hit, as described above. If hit by a war machine with a template, such as a stone thrower, the usual rules apply. I.e. any part of the Throne group which lies under the template is hit. Note that the usual guidelines apply when deciding if a model lies under a template – it is considered to have been hit if at least half the base area is covered by the template.

HAND-TO-HAND COMBAT

The Throne fights in hand-to-hand combat in a similar way to a chariot. Unlike a chariot, any of the five Dwarf models may direct their attacks to the front, sides, or rear of the Throne. This enables them to direct all their attacks against a single enemy if they should so wish, or to divide their attacks between several enemy models – this is entirely up to the player.

When the Throne charges into hand-to-hand combat it does not inflict extra hits in the same way as a chariot, but the individual Dwarfs do receive the usual prerogative of striking first. As the Throne does not travel particularly quickly, pursuit and fleeing is at the usual Dwarf rate of 2D6-1".

Enemy models attacking the Throne in hand-to-hand combat may choose to direct their attacks against either the High King or the bearers. There is no point in attacking the Throne of Power itself as it cannot be harmed. Attackers count their own WS against the WS of their chosen target when determining hits.

MOVEMENT AND BEARER CASUALTIES

The Throne has a normal move of 3". It may not make a march move, but doubles its normal move to 6" when charging. The Throne is always moved without penalty for turning, and can be pivoted on the spot several times as it moves if you wish. The Throne cannot move over obstacles or difficult terrain except to cross a river at a bridge or a ford.

If one of the throne bearers is slain the Throne can continue to move normally. If two or more are slain the Throne can no longer move and the remaining Dwarfs must defend it where they are.

CHARACTERISTICS

The Throne of Power may only be used by a Dwarf High King. The characteristics given below are those for a Dwarf Lord (ie the maximum), which would be typical for a Dwarf king. Alternatively, a High King character from the army lists may be chosen. The current High King is Thorgrim Grudgebearer.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
High King	3	7	6	4	5	3	5	4	10
Bearer	3	5	4	4	4	1	3	2	9

WEAPONS/ARMOUR: The High King is chosen in the usual way from the army lists and may be equipped as you wish. The bearers are armed with hand weapons in the form of axes and wear heavy armour enscribed with the Rune of Stone, which gives them a save of 4+.

GYROCOPTER

SPECIAL RULES

FLYING

The gyrocopter is a flying machine and it uses the same rules for flying and aerial combat as other flyers – see the Warhammer rulebook for details. However, it lacks the power and stability to *fly high*, and may not do so.

The gyrocopter may move up to 24" over the table in the movement phase. It can hop over intervening terrain and troops in the same way as flying creatures. As with flying creatures it moves without penalty for changing direction or any other reason. The model is simply moved as the player wishes up to the maximum distance allowed. It can end its movement facing in any direction the player likes. Gyrocopters always end their move hovering at very low altitude, and may be charged by enemy troops in the same way as flying creatures.

STEAM CANNON

The gyrocopter is armed with a steam cannon that unleashes a jet of scalding, superhot steam from the engine. The cannon can only be used once per turn in the player's shooting phase. It can only be used while the gyrocopter is hovering within range and pointing straight at its target. The gyrocopter may not drop bombs and fire the steam cannon in the same turn.

To represent the blast of the steam cannon use the flame template from the Warhammer game. Place the template with the broad end over the target and the narrow end touching the muzzle of the cannon. Any model lying under the template area is hit on a D6 score of 4 or more. Because damage is done by the sheer heat of the blast armour provides no protection and no saving throw is allowed.

Because the steam cannon requires the release of steam from the boiler this reduces airspeed, so the gyrocopter may only move 12" if it is going to use its steam cannon. If the gyrocopter moves more than 12" you may not shoot the steam cannon that turn.

Artillery Piece	Range	Strength	Save	Wounds per hit
Steam Cannon	Flame Template	4	None	1

BOMBING RUNS

The bombs carried by a gyrocopter consist of metal spheres filled with gunpowder, and the gyrocopter is equipped with enough to last for the entire battle. Before he drops a bomb the Dwarf pilot must light the fuse. Obviously, flying a gyrocopter one-handed while lighting and throwing a hissing, spluttering bomb with the other puts some constraints on the pilot's ability to guide the machine so there are special rules for bombing.

First, the pilot must line up his run. At the start of his move the player turns the gyrocopter to indicate the direction in which it is going to fly. The gyrocopter must then move in this direction in a straight line for its entire move that turn. You may choose to drop a bomb at any point along this line. Only one bomb can be dropped per



Gyrocopters are flying machines whose rotor blades are propelled by an ingenious lightweight steam engine. These devices can take off and land vertically or even hover on the spot. Gyrocopters were invented by the Dwarf Engineers Guild and are flown by members of the Guild. It is easy to see why Dwarfs invented these machines when you consider their high mountain realm. The inventor was probably inspired by watching dragons swooping down from mountain crags and combined the idea of wings with that of engines used to drive drilling machines and flywheels from grinding machines! Gyrocopters can take off and land easily amid the peaks, as the lofty pinnacles make excellent landing points.

Gyrocopters enable strongholds to keep in contact by flying directly over the difficult mountain terrain which may be infested with enemies. Supplies and messages can be dropped from a gyrocopter directly onto a beleaguered Dwarf settlement enabling them to hold out for longer and send word for help. In battle gyrocopters provide Dwarf armies with the speed and ability to strike anywhere that they lack since they do not use mounted troops.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Gyrocopter	24	-	-	6	7	3	-	-	-
Pilot	3	4	3	3	4	1	2	1	9

Equipment: The pilot is armed with a hand weapon. The gyrocopter is armed with a steam-powered cannon and bombs made by filling iron casings with gunpowder.

Save: None.

turn. Mark the point where the bomb is dropped with the bomb template – use the larger 3" diameter template from the Warhammer game.

The bomb is supposed to hit the ground and bounce towards its target, but things don't always go according to plan – the bomb may detonate at the wrong time, fail to ignite, or be carried over the target by its own momentum. The Dwarf player rolls an artillery dice (marked 2, 4, 6, 8, 10 and Misfire) to indicate the distance in inches the bomb bounces. The bounce follows the same path as the gyrocopter itself, which can be unnerving for the Dwarf pilot! If the Dwarf player is unlucky the bouncing bomb may end up directly below the gyrocopter!

Once the bomb has bounced it will explode. Reposition the template accordingly. If one model lies directly under the centre of the template (under the centre of the hole) it is automatically hit. Any models covered by the rest of the template are hit on a D6 roll of 4+. As with all template attacks, models only partially covered by the template are considered to be potential hits if at least 50% of their base lies underneath the template.

	Template	Strength	Save	Wounds per hit
Bomb	3" diameter	4	-1	1

If the Dwarf player rolls a misfire on the artillery dice when dropping his bomb he rolls a D6 and consults the table below.

GYROCOPTER BOMB MISFIRE CHART

- | | |
|-----|--|
| 1-2 | The bomb explodes prematurely, killing the pilot. The gyrocopter plunges out of control and crashes. Roll a scatter dice to establish the direction the gyrocopter takes and roll 4D6 to see how many inches the gyrocopter moves before it hits the ground. See the rules for crashes. |
| 3-4 | The pilot drops the bomb in the cockpit. He frantically scrabbles round and throws the bomb out at the last second. Randomly position the bomb blast template within 2D6" of the gyrocopter, using the scatter dice to establish a random direction. Work out damage from the bomb blast as normal. While the pilot is struggling to throw out the bomb the gyrocopter spins round wildly. To represent this proceed as follows. Start with the gyrocopter at the position where the bomb was dropped. Roll the scatter dice to determine a random direction, and move the gyrocopter in the direction indicated so that it completes a full normal move of 24". |
| 5-6 | The bomb's detonator is a dud. It fails to explode and no damage is done. |

HAND-TO-HAND COMBAT

The gyrocopter can fight in hand-to-hand combat but is not especially good at this form of fighting. The gyrocopter can make a flying charge into combat in the same way as a flying creature. Place the gyrocopter beside the front, rear or flank of the target unit depending on which direction it charges from. The pilot can strike blows in any direction. The gyrocopter itself has no hand-to-hand attack, and bombs and steam cannon cannot be used in hand-to-hand combat.

Hand-to-hand combat is conducted as normal with a few exceptions. If a gyrocopter is beaten in hand-to-hand combat then it will automatically crash. See below for rules on crashing. If the gyrocopter wins the combat, or if the result is a draw, then the gyrocopter always has the option to withdraw from combat assuming it is not pursuing or fleeing.

The gyrocopter pilot flies straight up, above the heads of his enemies, and brings the machine down somewhere within a normal move of 24". This does not prevent the gyrocopter moving normally in its following turn, the extra movement is just that, a burst of speed as the pilot pushes his machine to the limit. When avoiding combat in this way, the gyrocopter must be placed in the open, not over other troops.

DAMAGE TO THE GYROCOPTER

Any hits on the gyrocopter model, whether in hand-to-hand combat or shooting, may strike either the machine or the pilot. Roll a D6 for each hit.

D6	Hit
1-4	Gyrocopter
5-6	Pilot

The gyrocopter functions normally until it has sustained three wounds, at which point it can no longer fly and crashes at the start of its next turn. If the pilot is killed the gyrocopter automatically crashes.

CRASHES

Gyrocopters crash when the pilot is killed, the machine is destroyed, or if the machine is beaten in hand-to-hand combat. It may also crash if the pilot loses control after certain bomb misfire results. When the gyrocopter crashes roll the scatter dice to determine a random direction in which it moves. Now roll 4D6. This is the distance in inches the gyrocopter moves before it crashes. When it hits the ground the machine explodes, killing the pilot if he is still alive. Bits of gyrocopter and the spinning blades chop up anything within reach.

To represent the explosion place a large blast template (3" diameter) where the gyrocopter hits the ground. All targets within the template suffer an automatic Strength 10 hit due to the exploding engine, bombs and debris. Targets hit sustain not 1 but D3 wounds. Any war machines in the impact zone are destroyed outright, their mechanisms blasted to smithereens by the fury of the impact.

Gyrocopter pilots may not crash deliberately!

THE DWARF ANVIL OF DOOM

The Anvils of Doom are ancient devices forged with great skill by the Runesmiths of old in the bowels of Thunder Mountain. Using the energy of the volcano's heart, Kurgaz, the most skilled of the old ones, melted gromril to forge the anvils. As they cooled Kurgaz himself beat the Rune of Sorcery onto each gleaming anvil.

No one knows how many anvils were forged before the secret of the Rune of Sorcery was lost. The Dwarf Book of Grudges records how an evil dragon attacked Thunder Mountain and slew the old Runesmith in a mighty battle which rent the mountain apart. During the devastation the forges of Thunder Mountain were destroyed and many Runesmiths slain. The Anvils of Doom are ancient and valuable heirlooms, and the Dwarfs value them more highly than any of their other possessions.

Runesmiths use the Anvils of Doom for making magic items. Most anvils are owned by the various strongholds or by the guilds, and the Runesmiths make use of these when they need to. A few anvils are owned by Runesmiths, but these tend to be the sedentary Runesmiths who reside in the halls of Karaz-a-Karak and the weapon shops of Karak Azul.

The anvils are objects of great power and in times of extreme need a Runesmith can unleash spells and lightning upon his foes. With a mighty blow of his hammer the Runesmith can release the anvil's power. Lightning bolts blast from its surface as mighty energies unfurl, the sky darkens with brooding energy, and clouds of multicoloured magic swirl and sparkle in the air.

THE ANVIL IN BATTLE

A Dwarf Runesmith may bring an anvil to battle. The anvil is mounted on its own wheeled platform and the Runesmith stands proudly on top. The anvil is protected by Dwarf guards who have sworn to defend it to the death. The Dwarf army can use the anvil to draw

energy from the Winds of Magic, the nebulous source of magic power that flows over the battlefield. Wizards draw upon the Winds of Magic to power their spells, and the anvil absorbs and stores magical energy in a similar way.

During the magic phase the Dwarf player is dealt magic cards from the power deck according to the normal rules described in Warhammer Magic. Dwarf armies are not normally able to use these cards except for Dispel and Drain Magic. However, if the Dwarf army includes an anvil all the magic cards can be used as described below.

When the Dwarf player is dealt his magic cards he may choose any four and 'store' them in the anvil, which 'absorbs' the energy of these cards within itself. The Dwarf player may hold onto these cards and play them in any subsequent magic phases. Note that cards can only be used if they have already been stored in a previous magic phase – it is not possible to store and use the same card in one phase.

The anvil can hold no more than four cards and is considered fully charged when this limit is reached. During any subsequent magic phase the Dwarf player can choose to play or discard any cards he has stored in order to make space for more. If the Drain Magic card is played in the magic phase by either player then all the cards currently stored in the anvil are removed and discarded.

Cards stored in the anvil are played on behalf of the Runesmith himself. Rebound and Destroy cards which have been stored in the anvil may be played against any enemy spell. The Escape card applies only to the Runesmith himself. If the Runesmith fights a Mental Duel and loses then any cards stored in the anvil are discarded.

LIGHTNING

The anvil may also be used to unleash raw power in the form of a Lightning Bolt spell. In effect the Runesmith casts a spell in the same way as a wizard, and all the normal rules for spell casting apply unless specified otherwise. See Warhammer Magic for details. In order to unleash lightning the Runesmith must have at least one power card already stored in the anvil. During his magic phase the Dwarf player may unleash the lightning just as other players may cast a spell. One lightning bolt is unleashed for every power card expended from the anvil. Obviously the greatest number of lightning bolts that can be unleashed in this way is therefore 4. All lightning bolts are cast at once, but they can be directed against separate targets if you wish. Any power cards used to cast the lightning bolts are removed from the anvil and placed on the magic card discard pile as normal for cast spells.

Each lightning strike is worked out separately. Each bolt has a range of 24" and strikes the first target in its path. Each bolt inflicts a Strength 6 hit and causes not 1 wound but D3. Chariots, war machines, and comparable constructions suffer D3 Strength 10 hits. No saving throw is allowed, not even for magical armour. These details are exactly the same as for the



Celestial Lightning spell in Warhammer Magic and the same rules apply as for all spell casting. All lightning bolts can be dispelled or rebounded by the enemy by use of the appropriate magic cards. Note that a Dispel card will dispel all lightning bolts from the anvil that turn, while a successful Rebound will also dispel any bolts not already cast. Enemy dispels always work on a 4+, regardless of the magic level of the enemy wizard.

TOTAL POWER

The Total Power card represents energies so cataclysmic and difficult to control that they are potentially disastrous, even to the Anvil of Doom. If you choose to store the Total Power card in the anvil the following rules apply.

When the Total Power card is stored in the anvil the Dwarf player must announce the fact to his opponent – the anvil glows with such incandescent power that it is visible for all to see! At the start of any magic phase the Dwarf player must make a test if the Total Power card is in the anvil. Roll a D6. If the result is a 1 then roll another D6 and consult the following table.

- 1-2 *Disaster.* The power is so great that the anvil shatters apart in a gout of flame. The Runesmith is slain. Shrapnel from the exploding anvil strikes every model within 3" causing a single Strength 6 hit. For every additional magic card stored within the anvil increase the strength of the hit by 1. So if the player had one extra card in the anvil it would be S7; two extra power cards would make it S8 etc.
- 3-4 Unable to control the roiling power in the anvil the Runesmith is forced to discharge all the energy in a random, uncontrolled fashion. A storm of lightning rages about the anvil as lightning bolts fly in all directions. Roll a D6 to determine the number of lightning strikes that are unleashed. Each bolt is exactly the same as a normal lightning bolt unleashed by a stored power card. Roll a scatter dice to establish the direction taken by each lightning bolt. Each bolt strikes the first target in its path. Resolve the effects of the bolts one at a time, they cannot be dispelled or rebounded. All stored cards are discarded and the anvil may not be used to store more cards this battle.
- 5-6 Wrestling with the magical energies the Runesmith is forced to invoke Grungni to earth the writhing power of the anvil. All cards contained within the altar are discarded and the anvil may not be used to store more cards until the next magic phase.

Assuming the Total Power card has been successfully stored it may be used during the magic phase to unleash more lightning bolts. The number of bolts unleashed is D6 + 1 for each additional stored power card. Each bolt is exactly the same as already described and can be fired in any direction the player wishes. As the lightning bolts are powered by the Total Power card they cannot be

dispelled or rebounded. Once all lightning strikes have been resolved any remaining cards in the anvil are discarded. Finally roll a D6:

- 1 The anvil is temporarily exhausted and its powers are now gone. No more cards may be stored this battle.
- 2-6 The anvil cannot be used to store more power cards until the next magic phase.

GUARDS

The anvil is accompanied by two guards whose job is to protect the anvil and the Runesmith. These stout Dwarfs are apprentice Runesmiths, or close relatives of the Runesmith, and are bound to their duties by severe Dwarf oaths. No Dwarf would break such an oath and most would rather die than fail to do their duty.

The anvil guards are individual Champions. They must remain within 4" of the anvil and are exempt from the normal pursuit rules to allow them to do this. The anvil Guard are immune to the psychology rules while the Runesmith is alive, and cannot be broken either.

MOVEMENT

The Anvil of Doom moves under its own magical power at the normal movement rate of the Runesmith.

COMBAT AND DAMAGE

The Anvil of Doom is impossible to damage – all attacks against it are directed against the Runesmith. The anvil does not attack and has no effect on hand-to-hand fighting. If the Runesmith is forced to flee he does so with the anvil; if pursued and destroyed the anvil is removed from play.

SHOOTING

The anvil, Runesmith and Champions are considered to be a single entity for purposes of shooting, in a similar way to a chariot. The anvil counts as a large target for shooting purposes and any hits scored against it are randomised between the anvil itself, the Runesmith and the Champions. For each hit scored roll a D6 and consult the following chart. Note that any hits scored against the anvil are immediately discounted – the anvil cannot be harmed.

D6 Roll	Hits
1	The Runesmith
2-3	The Guards
4-6	Anvil (discount hit)

If the anvil is hit by a cannonball, a bolt thrower, or similar war machine, roll to determine whether the Runesmith, anvil or guards are hit as described above. If hit by a war machine with a template, such as a stone thrower, the usual rules apply. I.e, any part of the anvil group which lies under the template is hit. Note that the usual guidelines apply when deciding if a model lies under a template – it is considered to have been hit if at least half the base area is covered by the template.

CANNONS

Cannons are dangerous if sometimes unpredictable weapons whose manufacture is limited to a few groups of human and Dwarf experts. When they work cannons can shatter the most determined foe, pouring shot into massed enemy formations, levelling cities and toppling huge monsters. But cannons often go wrong. Weaknesses in the casting methods can leave minute cracks or other deficiencies which cause them to explode when fired. Gunpowder can fail to ignite or explode prematurely. Despite the occasional spectacular accident, cannons are extremely deadly weapons that have been instrumental in winning more than one battle on behalf of their users.



Cannons are fired in the shooting phase along with other missile weapons. To shoot your cannon first turn it on the spot so that it points towards your intended target. Now declare how far you wish to shoot – eg 24", 30", 32" etc. The ball travels the distance you have nominated, plus the score of the artillery dice. Roll the artillery dice, and add the score to the distance you have declared. The ball travels the total distance towards the target, and will land short, pass straight over, or hit depending on how accurately you have guessed the range and what effect the dice has. Remember that the dice will always add at least 2" to your estimate, and can add up to 10", so you should aim a few inches short of your target.

Once you have established where the cannonball hits the ground place a small coin or other marker directly over the spot. The cannonball does not stop where it hits the

ground, but bounces straight forward and cuts a line through any targets in the way. To determine how far the ball bounces roll the artillery dice again and mark the spot where the ball comes to land. Any models between the points where the ball strikes the ground and where it eventually comes to land are hit by the flying cannonball. The diagram below shows how this works.

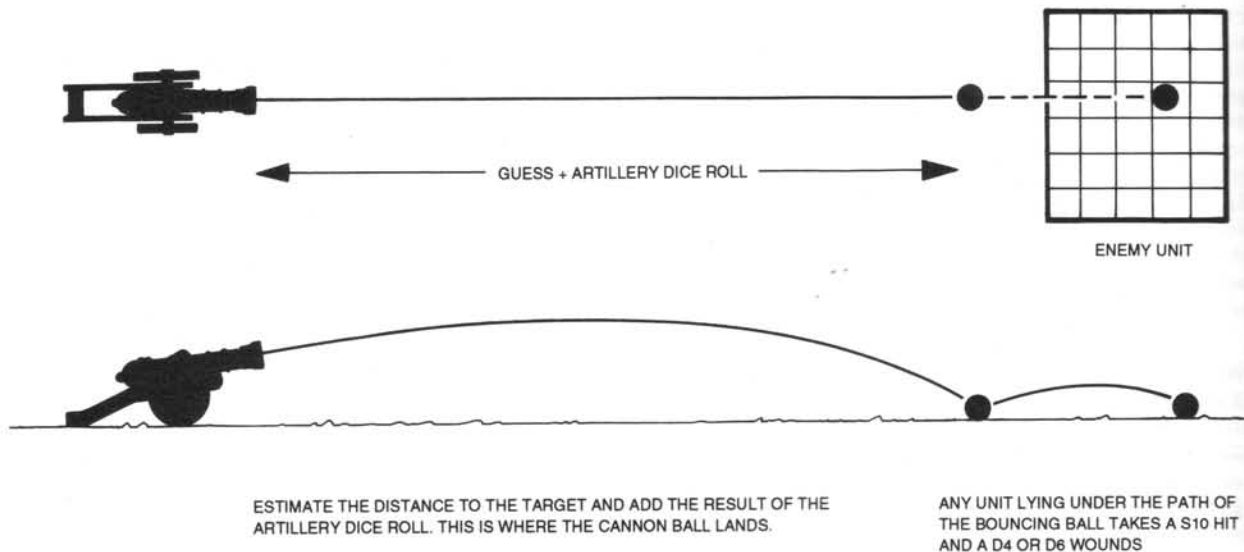
Any model struck by a cannonball takes a Strength 10 hit resolved in the normal manner. If the cannonball wounds its target then it causes not 1 but D4 wounds. As most models have only one wound anyway it will not be necessary to roll this extra dice, but it is important when it comes to rolling for heroes, big monsters, and engines of war which can take several wounds. Wounds caused by cannon shot cannot be saved by armour. No saving throw is allowed.

For example: You are firing a cannon at a unit of Goblins in front of you. You make your guess and declare that you are "aiming 12" directly towards the middle of that Goblin unit." Having made your guess you roll the artillery dice and score 4, which equals 4". This makes a total of 16". Measure 16" towards the Goblins and place a marker where the ball hits. If you have guessed well this will be just in front of them. The ball now bounces forward the score of the artillery dice. This time you roll an 8 and the ball bounces straight through the Goblin unit hitting all the models in the way.

MISFIRES

You roll the artillery dice twice when a cannon is fired, so you have two chances of rolling a Misfire result. However, the two results will be different. If you roll a misfire when you roll the first dice the cannon has literally misfired and may explode. If you roll a misfire on your bounce roll then this merely indicates the ball has stuck in the ground and does not bounce.

If you roll a misfire as you shoot the cannon then consult the chart below.



If you roll a misfire as you shoot the cannon then consult the chart below.

CANNON MISFIRE CHART

D6 Roll	Result
1-2	DESTROYED! The cannon explodes with a mighty crack. Shards of metal and wood fly in all directions leaving a hole in the ground and a cloud of black smoke. The cannon is destroyed and its crew slain or injured. Remove the cannon and its crew.
3-4	MALFUNCTION. The powder fails to ignite and the cannon does not fire. The crew must remove the ball and powder before the cannon can shoot again – which takes another turn! The cannon therefore cannot fire either this turn or the next turn. It is a good idea to turn the cannon round to indicate this.
5-6	MAY NOT SHOOT. A minor fault prevents the cannon firing this turn, perhaps the fuse is not set properly or maybe the crewmen mishandle the loading procedure. The cannon is unharmed and may shoot as normal next turn.

If you roll a misfire on your bounce roll then the cannon is unharmed, the Misfire result merely indicates that the cannonball sticks in the ground where it hits. If the shot lands on top of a model then that particular model is hit as normal, but there is no further bounce damage.

PROFILES

Cannons are forged by master craftsmen, and every cannon is different, with little standardisation in the way of calibres or length. Individual cannon can be extremely large, but most are either large cannons, such as the Empire's Great Cannon, or smaller cannons. The difference between the two sorts is range and damage. Bigger cannons carry a larger charge and so have a longer range and cause more damage.

	Maximum Range You May Guess	Strength	Wounds	Save
Cannon	48"	10	D4	None

Cannons are cast from iron or bronze and are built into solid carriages. They are very difficult to destroy although the enemy may try to attack them with other engines of war, large monsters or magic for example. They therefore have a profile like a creature with a Toughness value and a number of wounds which they can sustain before they are destroyed. As with other details these might vary in specific cases, but a typical Dwarf cannon has a value as shown here. The move rate is the speed the cannon can be moved by a full Dwarf crew, assuming it has wheels. A

cannon which does not have wheels cannot be moved. If any crew are slain the cannon's speed is reduced proportionally.

A cannon cannot move and shoot in the same turn except to turn to face its target. Generally speaking, cannons have such a long range that it is pointless moving them about.

MOVE	TOUGHNESS	WOUNDS
As crew (3")	7	3

LOSS OF CREW

A cannon requires a full crew of three Dwarfs to work it properly – to carry cannonballs, load gunpowder, push the machine round to bear on its target, and so on. If one crewman is slain then the rest can just about get by without reducing the rate of fire. If two crewmen are slain then the remaining Dwarf won't be able to cope so well by himself, so when it shoots the cannon must miss a whole turn before it can shoot again. This is in addition to any penalty imposed by a Misfire result. Obviously the cannon requires at least one Dwarf to work it, and should all the crew be slain the machine becomes useless.



SUMMARY OF CANNON FIRE

1. Align cannon on target and declare the distance you are aiming.
2. Roll the artillery dice and add the score to the distance aimed. The cannonball travels forward this distance before striking the ground.
3. If you roll a misfire refer to the Misfire Chart.
4. Mark the point where the cannonball strikes the ground and roll the artillery dice to establish the bounce distance. All models in the path of the bounce are hit.
5. If you roll a misfire for the bounce the cannonball has stuck in the ground and does not bounce.
6. Work out the effect of hits normally. Models have no saving throw for a cannon hit.

STONE THROWERS

Stone throwers are powerful and destructive weapons that lob large boulders high into the air, sending them crashing through enemy ranks crushing limbs and armour alike. Many races of the Warhammer World use these devices. Not all are built in the same way by any means: some use a massive counterweight to catapult their missile into the air while others use torsion power like a giant crossbow. The bigger the engine, the larger the rock it can throw and the more damage it can do. The very largest stone throwers can hurl a projectile big enough to knock down buildings and even city walls!

Work out the results of stone throwing in the shooting phase. To work out damage you will need the round missile template with the hole in the centre. The stone is not as big as the template of course (that would require a very large engine indeed) but shatters on impact sending shards of sharp stone over a wide area.

Pivot the stone thrower on the spot so that it is pointing in the direction you wish to shoot. Now declare how far you wish to fire the rock. You must do this without measuring the distance to your target, so you must guess the range as accurately as you can. Once you have made your guess place the missile template directly over the spot where you have guessed.

For example: You are firing a stone thrower at a unit of High Elf Guards in front of you. You make your guess and declare that you are firing 28" directly towards the centre of the High Elf Guards. Having made your guess you take the template and measure 28" towards your target. If you have made a good guess the template will lie over your intended target. If not, don't worry – there's still a chance the stone may veer off course and hit something.

To decide if the missile lands where you have aimed it roll both the scatter dice and the artillery dice.



The scatter dice is marked with arrows on four sides and the word HIT on two sides. If you roll a HIT then the missile lands exactly where you have aimed it. If you roll an arrow then the missile veers in the direction shown by the arrow.

The artillery dice is marked 2, 4, 6, 8, 10 and MISFIRE. If you roll a misfire then something has gone wrong – roll a D6 and consult the Misfire Table below. A misfire roll automatically cancels out the whole shot regardless of the scatter dice result. If you roll a number on the artillery dice then this is the distance in inches the missile veers off target as shown by the arrow on the scatter dice. Move the template the distance indicated in the direction shown

by the arrow. If you roll a HIT then the numbers are ignored; a number simply indicates that the shot has not misfired.



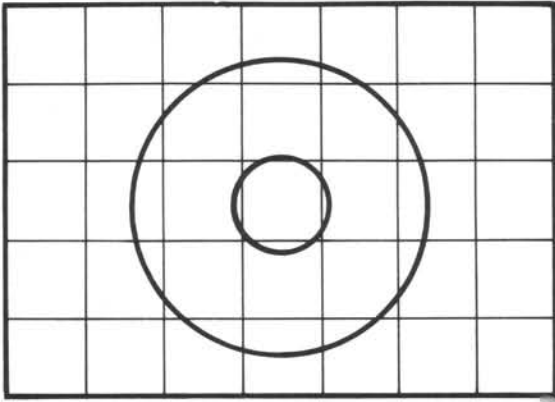
For example: You guess bang on and the template lies directly in the middle of your chosen target. You roll both dice. The scatter dice shows a HIT! You have landed bang on target. The artillery dice score is 4 – the number indicates that nothing is amiss and the shot lands exactly where you aimed it. If the artillery dice had been a misfire then the whole shot would have been messed up as described on the Misfire Chart.

MISFIRE CHART FOR STONE THROWERS

- 1-2 **DESTROYED!** The engine cannot stand the strain placed upon it and breaks under tension as it is fired. Bits of wood and metal fly all around, the stone tumbles to the ground splintering the engine and throwing debris into the air. The engine is destroyed and its crew slain or injured. Remove the engine and its crew.
- 3-4 **DISABLED.** The normal smooth running of the machine and its crew is disrupted by some accident or freak occurrence. A rope snaps and lashes about wildly, a crewman sets the machine up wrongly so that it pulls itself apart, or maybe a careless operator becomes entangled in the mechanism. The engine does not shoot this turn and cannot fire next turn either while the damage is repaired. To help you remember it is a good idea to turn the machine round to face away from the enemy. In addition, one of the crew is slain – caught by a snapping rope, entangled in the machinery, or thrown high into the air in lieu of the stone!
- 5-6 **MAY NOT SHOOT.** A minor fault prevents the machine shooting this turn. A crewman drops the stone as he lifts it into position, maybe a ratchet jams or a rope loosens. The machine is unharmed and may shoot as normal next turn.

DAMAGE

Once you have established where the stone lands damage can be worked out. Any model that lies directly under the hole is hit automatically – note that only one model can lie within the hole and if there is any doubt it is the model which is under the exact centre which is hit. Models whose bases lie under the rest of the template are hit on a D6 roll of 4+. You will have to use your judgement and common sense to decide exactly which models lie under the template – sometimes it is not easy to judge precisely. As a rule of thumb a model can be considered as a potential hit if at least half of its base area lies under the template, while models whose bases are only touched or grazed can be ignored.



SPLAT! The stone has landed in the middle of a unit. The model under the centre of the unit is hit and 8 other models may be hit. 8 dice are rolled scoring, for example, 4 hits plus the original 1 making a total of 5 - not a bad shot!

Once you have worked out which models are struck by your missile work out damage in the usual way. Roll for each target to see if you cause damage. Stone throwers have a Strength of 7 or more, so they cause damage on the roll of a 2+ against most human or similarly sized targets. Refer to the damage chart for details.



A damaging hit from a stone thrower causes either D3 or D6 wounds depending on its size, but as most creatures have only one wound it is not necessary to take this dice roll. It is, however, useful when attacking characters and big monsters. No saving throw is permitted for armour. When a big rock lands on you you are squashed regardless of what armour you may be wearing!

PROFILES

Stone throwers vary in design – some are bigger than others, some are positively monstrous! Basically, however, there are two types: ordinary sized ones and big ones. Details are given below for typical examples.

	Maximum Range You May Guess	Strength	Wounds	Save
Stone Thrower	48"	7	D3	None
Big Stone Thrower	60"	10	D6	None

Being large, solid devices stone throwers are difficult to destroy. However, it's possible for them to become the target of other engines of war or they may be attacked by large monsters. Stone throwers therefore have a profile like a creature with a Toughness value and a number of wounds which they can sustain before they are destroyed. As with other details these might vary in specific cases, but a typical engine has the values shown here. The move rate is the speed the stone thrower can be moved by its full complement of crew – if any crew are slain its speed is reduced proportionally. An engine cannot move and shoot in the same turn except to turn to face its target. Generally speaking, engines of war have such a long range that it is pointless moving them about.

MOVE	TOUGHNESS	WOUNDS
As crew (3")	7	3

LOSS OF CREW

A stone thrower requires a full crew of three to work it properly – to carry stones, wind ropes, push the machine round to bear on its target, and so on. If one crewman is slain then the other two can just about get by without slowing up the machine noticeably. If two crewmen are slain then the remaining Dwarf will be unable to cope, and the stone thrower will have to miss a whole turn before it can shoot again. This is in addition to any penalty imposed by a misfire result. Obviously the engine requires at least one crewman to work it, and should all the crew be slain the machine is useless.

STONE THROWER SUMMARY

1. Declare target and guess range.
2. Position template and roll scatter and artillery dice.
3. If the artillery dice is a MISFIRE refer to Misfire Chart, otherwise...
4. If the scatter dice is a HIT the stone has struck home.
5. If the scatter dice is an arrow the stone has landed in the direction shown 2, 4, 6, 8 or 10" away from the aiming point as shown on the artillery dice.
6. The single model in the exact centre is hit. Remaining models under the template are hit on the D6 score of a 4+.
7. Work out hits as normal. Models are allowed no saving throw from a stone thrower.

BOLT THROWERS

Bolt or dart throwers are large crossbows which shoot a spear-sized missile. They are so large that they are mounted on their own stand, often with wheels so they can be pivoted easily. A crew of three is required to wind back the powerful torsion arms and position the huge bolt ready for firing. On the whole these weapons are nowhere near as large or cumbersome as stone throwers and cannons.

Bolt throwers are fired in the shooting phase along with other missile weapons. To shoot your bolt thrower first turn it on the spot so that it points towards your intended victim. The bolt travels straight forward and (hopefully) hits the first target in its path. To determine if the bolt strikes its target roll a D6 to hit using the crew's **BS** in the same way as bow shots, crossbows, and other missile weapons. The basic score needed to hit is therefore shown on the standard Missile Fire Chart (below). The usual modifiers apply, see the Shooting section in the Warhammer rulebook for details.

If you score a hit work out damage as described below. If you miss then the bolt hits the ground or sails into the air and comes down harmlessly somewhere else.

MISSILE FIRE CHART

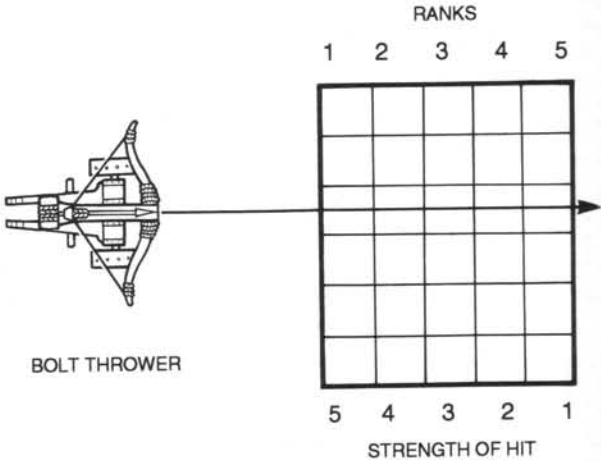
BS	1	2	3	4	5	6	7	8	9	10
D6 Score to Hit	6	5	4	3	2	1	0	-1	-2	-3

WORKING OUT DAMAGE FROM HITS

A bolt thrower is a powerful weapon which can hurl its bolt through several ranks of troops, piercing each warrior in turn. If you hit then resolve damage against the target using the bolt thrower's full Strength of 5. If the model is slain then the bolt hits the trooper in the second rank directly behind: resolve damage on the second model with a Strength of 4. If the second rank trooper is slain then a model in the third rank is hit: resolve damage with a Strength of 3. Continue to work out damage as the bolt pierces and slays a model in each rank, deducting -1 from the Strength for each rank pierced.



A model damaged by a bolt thrower sustains not 1 but D4 wounds, which means that large monsters can be hurt or even slain by a hit from a bolt thrower. Armour saves are not allowed for hits from a bolt thrower, because the missiles are so fast and deadly that any armour is pierced along with its wearer. Because saves are not taken, a target with only one wound will be slain automatically if it takes damage, so there is no need to roll a D4 to decide the number of wounds.



PROFILES

The bolt thrower hurls a sharp-tipped spear which causes considerable damage. The chart below shows its details.

RANGE	STRENGTH	DAMAGE	SAVE
48"	5 -1 per rank	D4	No save is allowed

Bolt throwers are solid constructions made from wood and iron. They have a profile like a creature with a Toughness value and a number of wounds which they can sustain before they are destroyed.

The move rate is the speed the bolt thrower can be moved by its full complement of three Dwarf crew. If any of the crew is slain the bolt thrower's speed is reduced proportionately. A bolt thrower cannot move and shoot in the same turn except to turn to face its target.

MOVE	TOUGHNESS	WOUNDS
3"	7	3

LOSS OF CREW

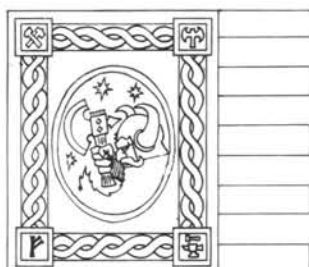
A bolt thrower has a crew of three and if one crewman is slain then the other two can just about get by without slowing up the machine noticeably. If two crewmen have been slain, the remaining Dwarf can only manage to fire the bolt thrower once every other turn.

SUMMARY OF BOLT THROWERS

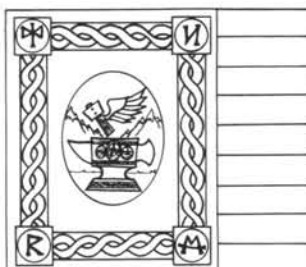
1. Align bolt thrower on target and roll to hit.
2. Resolve damage at Strength 5. No save is allowed for a bolt thrower.
3. If the target is slain roll damage against the second rank at Strength 4.
4. Continue rolling for damage until you fail to slay the target or run out of ranks. Deduct -1 from the Strength for each rank already pierced.

DWARF BANNERS

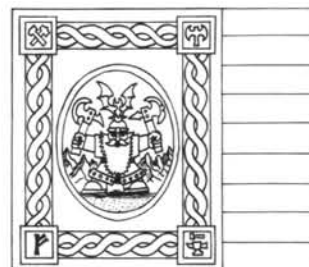
These black and white banner designs have been provided for you to photocopy then paint. Some designs you may wish to photocopy twice, once for each side of the banner, eg Thorgrim's War Banner. Use the colour photographs shown elsewhere in this book as guides for colour schemes.



THORGRIM'S WAR BANNER



KARAK - KADRIN
STRONGHOLD BANNER



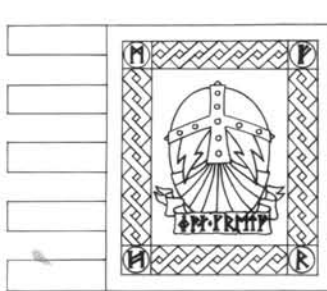
DWARF BANNER OF KINGSHIP



JOSEF BUGMAN'S
BANNER



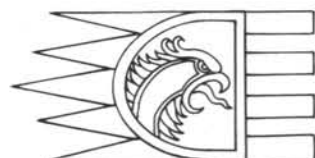
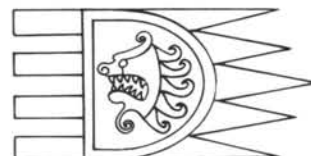
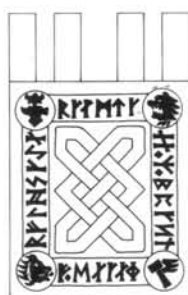
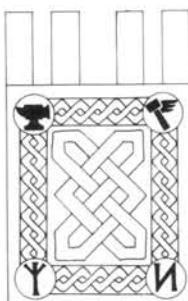
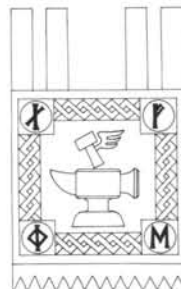
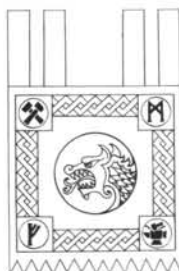
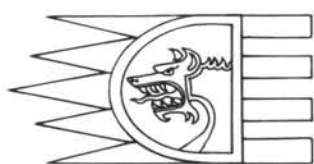
BUGMAN'S RANGERS
BANNER



A RUNESMITH'S BANNER



EXAMPLES OF DWARF CLAN BANNERS



DWARFS

Dwarfs are immensely strong and resilient, broad of shoulder, wide in the girth, with big hands and broad feet. They are ideally adapted to cope with demanding physical work, and can dig or tunnel for hours without tiring. Their extreme physical endurance also enables them to carry heavy loads without any notable loss in speed. As well as being physically robust they are also mentally tough. To say that a Dwarf knows his own mind is something of an understatement.



Dwarfs are very set in their ways and extremely determined. They are supremely confident in the virtues and values of their civilisation, and are openly scornful of the achievements of other 'less accomplished' races. This combination of physical and mental durability makes Dwarfs very steadfast fighters. They will often fight to the last rather than admit defeat, and rarely run away even if the situation appears hopeless.

Dwarfs take matters of oaths and bargains very seriously indeed. A Dwarf who is unable for some reason to keep a bargain he has made will suffer considerable anguish and loss of face. Often the shame will prove too much to bear, and he will abandon his family to wander in the mountains, or become a wild Troll Slayer, vowed to destroy himself in heroic combat.

Although very determined and matter-of-fact in their daily lives, once a Dwarf snaps his whole life collapses like a mighty tree blown down in the wind. It is because they take such matters so seriously that they rarely forgive acts of betrayal or disloyalty. In fact, if there's one thing a Dwarf can do better than anything else it is bear a grudge! The Dwarfs have never forgiven the High Elves for starting the ancient war between their two races. Even though Dwarfs and Elves now enjoy comparatively friendly relations, it is unlikely that the Dwarfs will ever trust them completely again.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
DWARF	3	4	3	3	4	1	2	1	9
CHAMPION	3	5	4	4	4	1	3	2	9
HERO	3	6	5	4	5	2	4	3	10
LORD	3	7	6	4	5	3	5	4	10

SPECIAL RULES

HATE ORCS AND GOBLINS

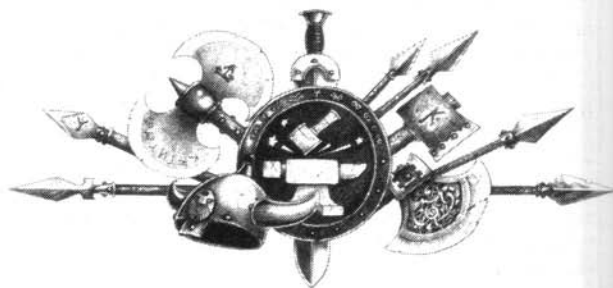
Dwarfs *hate* all Orcs, including Black and Savage Orcs, and all Goblins regardless of type. This enmity is rooted deep in the past as the age-old Dwarf empire was destroyed by Orcs and Goblins.

ELF GRUDGE

Dwarfs bear grudges for a long time – possibly forever. As a race they have never forgiven the Elves for their part in the ancient wars which ultimately led to the destruction of the old Dwarf Empire. Although Dwarfs will fight on the same side as Elves when they have to, no Elf character can join a Dwarf unit, and similarly no Dwarf character can join an Elf unit. If your army is led by a Dwarf General then Elf units cannot test on his Leadership value, and vice versa if the army is led by an Elf General.

The same applies to the battle standard. If it is carried by an Elf then it confers no bonuses or re-rolls to Dwarfs; if carried by a Dwarf no bonuses or re-rolls are permitted to the Elves.

Furthermore, Dwarfs distrust Elves so much that they dislike fighting next to them, believing that they are untrustworthy and unlikely to stand their ground. Dwarfs therefore suffer a -1 Leadership penalty if there are any Elves within 6", to represent their mistrust and the inevitable discord in the ranks. Note that this only applies to Dwarfs, not Elves, who are far more willing to put aside old and dusty quarrels.



ARMOUR

Dwarfs are sturdy folk who can bear the weight of armour more easily than humans and other fragile races. Dwarfs therefore have a move value of 3"; no encumbrance penalties apply, regardless of what armour they are wearing.

PURSUIT AND FLEE

Dwarfs are not particularly fast, even in the frantic running combat of close pursuit. To represent this they flee and pursue 1" less than other troops, ie 2D6-1" rather than 2D6".

DWARF RUNESMITHS

The ancient Guild of Runesmiths is one of the oldest and most respected institutions in all the Dwarf realms. According to tradition, 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 Thungni. 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 sons. All Runesmiths are related to each other in some, often very remote, fashion. Each carries on his family's traditions of arcane study, learning the ancient craftsmanship of working metal and magic into mighty runes of power. Although some other races make magic items of great potency, Runesmiths are masters of the art. The greatest Runesmiths are superlative craftsmen, widely respected by all Dwarfs, and even accorded the sort of reverence normally reserved for ancestors.

The number of Runesmiths is not very great. When a Runesmith judges the time is right he chooses a young relative to be his apprentice and teaches him the secrets of making magic runes. Runesmiths are very secretive about their knowledge and will only pass it on to a worthy successor. Many powerful runes have been lost simply because a Runesmith could find no-one he considered worthy enough to succeed him. However, Runesmiths do tend to live for a long time even by Dwarf standards. As Dwarfs get older they get tougher, even more obstinate, and extremely stubborn. These great heroes and lords can proudly sit at the tables of kings, and their immense age accords a status not possible amongst Men or Elves.

Runesmiths are ancient and powerful individuals. At the very least they will have endured hundreds of years of harsh apprenticeship under the demanding eye and unforgiving hand of their forebear. Older Runesmiths will have survived hundreds of years of further toil, centuries of beating runes from hot metal, and decades of searching out old secrets in the depths of lost Dwarf strongholds. As a result it is hard to imagine a tougher or more cantankerous Dwarf! Their Warhammer profiles reflect their great power and extraordinary abilities. There are three levels or types of Runesmith: *Runesmith*, *Master Runesmith*, and *Rune Lord*. Although superficially similar to ordinary Dwarf Champions, Heroes and Lords, they are actually tougher, stronger, and more durable, as their profiles show.

Well we'll...

Drink, drink, drink, drink, then we'll drink some more.

We'll drink a spot before we stop,
and that'll be an awful lot.

Then we'll sing our song ho! (pause)

And fall upon the floor.

Dwarf brewers' hymn to Grimnir.
(Sung to the tune of "Four and Twenty Firkins")

Troop Type	M	WS	BS	S	T	W	I	A	Ld
RUNESMITH	3	6	4	4	5	2	3	2	9
MASTER RUNESMITH	3	7	5	4	6	3	4	3	10
RUNE LORD	3	8	6	5	6	4	5	4	10

SPECIAL RULES

Runesmiths are not wizards. Although the Dwarf army may use the magic cards Dispel and Drain Magic from the Warhammer Magic supplement, these are played on behalf of the Dwarf army as a whole. The army can use these cards whether it includes a Runesmith or not, the presence of a Runesmith makes no difference.



A Runesmith may make use of an Anvil of Doom in battle. These ancient devices were created centuries ago and handed down from Runesmith to Runesmith ever since. If a Runesmith has an Anvil then he can make use of the magic cards as described in the separate rules for Anvils given elsewhere in this book.

Runesmiths have no magic level as such. Any Dispel cards played on behalf of the Dwarfs always work on a 4+ irrespective of the level of the enemy wizard. In the case of lightning bolts from the Anvil of Doom, enemy dispels will always work on a 4+ irrespective of the level of the enemy wizard or the Runesmith.



SLAYERS

Dwarfs are above all very proud individuals, and do not cope easily with failure or personal loss. Should a Dwarf suffer some terrible personal tragedy he will be inconsolable. The loss of his family, his hoard or failure to uphold a promise can seriously unhinge the mind of any Dwarf. Young Dwarfs forsaken in love often never recover from the blow to their pride. Whatever the cause, Dwarfs who have suffered what they perceive to be a serious loss of honour will often forsake the fellowship of their family and friends for a life of self-imposed exile.

Leaving their home stronghold as far behind as possible they wander in the wilderness brooding on the misery of existence. Having broken with everything he holds dear, the Dwarf deliberately seeks death by hunting out and fighting large monsters. These Dwarfs are called Slayers. They are stern and laconic individuals, not much given to talking about themselves, and they tend to be horribly scarred as a result of their encounters with trolls, giants, dragons and other monsters.

Slayers dye their hair bright orange, and stiffen it with starch so that it sticks out at alarming angles. Their way of life invariably means that many achieve their ambition and are slain at the hands of whatever ferocious beast they have confronted. Others, the least successful ones in a sense, tend to survive either because they are the toughest, the fastest, or most determined. This process of natural selection weeds out all those who do not have exceptional abilities, so you can be fairly sure that any Slayer you meet is exceptionally tough, violent, and psychopathically dangerous.

Slayers are a fascinating sub-cult of Dwarf society, and many famous Slayers have achieved deeds of exceptional valour. Younger Slayers often band together, sometimes under the tutelage of an older master, so that they can learn all the arts of monster slaying. Slayers spend as much time as possible improving their warrior skills. Although they seek death, Dwarfs are incapable of deliberately fighting to lose, and so always enter the fray to win.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
TROLL SLAYER	3	4	3	3 (7)	4	1	2	1	9
GIANT SLAYER	3	5	4	4 (8)	4	1	3	2	9
DRAGON SLAYER	3	6	5	4 (9)	5	2	4	3	10
DAEMON SLAYER	3	7	6	4 (10)	5	3	5	4	10

SPECIAL RULES

SLAYERS

All Slayers are Dwarfs and the special rules already described for Dwarfs apply.

PSYCHOLOGY

All Slayers are unaffected by any psychology rules except for *hatred* of Goblins and Orcs which affects all Dwarfs. This means they never need take panic, fear, terror or any other psychology tests.

BREAK TESTS

Slayers cannot be broken from hand-to-hand combat. They do not need to take a break test if defeated in close combat and will fight to the last breath in their bodies if given the chance. As they take neither psychology or break tests their Leadership is never used, but is included for comparative purposes.

SLAYER ARMAMENT

A Slayer model may be armed with either an axe, two axes, or a double-handed axe. All the Slayers in the unit do not have to be identically armed – which is an exception to the normal rule. For example, a Slayer unit could consist of two Troll Slayers, one with an axe and one with two axes, plus a Giant Slayer with a double-handed axe, plus a Dragon Slayer with two axes, plus a Daemon Slayer with a double-handed axe. You may prefer to arm the entire unit identically as this makes combat easier to deal with! This is up to you. A particularly effective combination is an axe in each hand, as this gives an extra Attack.

SLAYER CHAMPIONS

On the battlefield Slayers band together into small groups. Slayers of varied experience and abilities fight together, bound by the common brotherhood of the Slayer Cult. There are three different levels of Slayer Champion: *Giant Slayers*, *Dragon Slayers*, and *Daemon Slayers*. All three types must fight together with a Slayer unit. However, a Slayer unit may contain as many Slayer Champions as you wish – the usual limitation of one Champion per unit does not apply.

Like other units, the minimum size of a Slayer unit is five models. However, because Slayer units may include as many Champions as you wish, it is perfectly possible for a unit to consist mostly or even entirely of Champions. The unit's leader is always the highest level Champion.

Irrespective of their type, Slayer Champions may carry a single magic item, which must be a weapon.

Note that if a Slayer Champion is armed with a magic weapon he cannot use another weapon as well.

SLAYER SKILL

Slayers are honed fighters whose sole purpose in life is to die gloriously fighting large, ferocious monsters. As Slayers get quite a bit of practice they inevitably become quite good at spotting a monster's weak points: the vital spots where a good axe blow will finish off an otherwise impregnable beast. To reflect this extraordinary skill Slayers get bonus Strength values when attacking monsters with high Toughness. This works as follows. A Slayer's Strength including any modifiers for weapons (eg, a double-handed axe) is always assumed to be at least equal to the Toughness of any opponent, up to a

maximum Strength level which varies for each type of Slayer. This means that, on the whole, a blow from a Slayer will always score a wound on a D6 score of 4+ (look at the To Wound Chart and you will see how this works). Obviously, if the opponent's Toughness is lower than the Slayer's Strength (including any modifiers) the Slayer counts his normal Strength value and the score required to wound will be less than 4. The maximum bonus Strength value that can be claimed has a ceiling as shown below.

Troll Slayer	Strength 7
Giant Slayer	Strength 8
Dragon Slayer	Strength 9
Daemon Slayer	Strength 10

Rorek Forkbeard glared out into the darkness, knowing that something moved out there beyond the circle of the fire's flickering light.

Watchful hungry eyes measured him. A malign intelligence studied his every move. Casually Rorek finished the rest of his dried beef, then swigged the last of his ale before reaching out for his axe. He wiped his mouth on his arm, ran one huge hand through the stubble on his shaved scalp then spat into the fire. The saliva sizzled as it evaporated. Rorek stood up and made an experimental cut with his weapon.

The weight of the axe felt good in his hand. The runes glowed redly though whether with the reflection of the fire or the sullen glow of their own inner light, he could not tell. The grip might have been moulded for his grasp. It had belonged to his father, and his grandfather before him, and his grandfather before that. It was a potent weapon, tempered by the blood of many enemies and bright with the runes of ancient days. Tonight it would stand him in good stead.

He stood silent for a moment, listening to the night sounds. The fire crackled. Somewhere in the distance an owl hooted. There! He heard a sound of flesh on rock, as if something very large was trying to move stealthily and failing. Soon, Rorek thought, soon it would be over. He had come a long way to this god-forsaken place to exact vengeance for his brother and atonement for his own shame.

Rorek looked into his heart and found nothing but ashes there. He had lost all honour by letting his brother die. He was the eldest. It had been his duty to shield the lad. He had failed and the last of his blood kin was gone. The trust his father had placed in him had been ill-founded. The shame of it would have made Rorek tear out his hair, had most of it not already been shaved off. Grief and rage warred in him and he felt nothing but the urge to lash out, to rend and slay, to focus all his pent-up pain and anger against something.

It had been his job to lead the mule-train of ore down into the Empire of the Manlings. He should have been with the caravan that had been destroyed but a cave-in at the mine had crushed his leg and laid him up for a

month. Young Algrim had gone in his place though his beard had barely an inch on it. The stupid lad had thought he could guide the caravan through these troll-haunted mountains and save the year's profits. Now his bones mingled with all the others the troll had taken. Well, no more. Tonight, it ended. Tonight the troll would die if he had to crawl down its throat and choke it.

A shadow, huge and dark, moved in the distance. Rorek laughed aloud. The wild, bitter sound echoed through the rocks. "Come out and die," he shouted. "Or I'll come over there and get you."

Slowly the thing shambled forward. It was enormous. Its yellow tusks were long as daggers and the light of blood madness glittered in the deep caves of its eyes. It flexed claws like scimitars. It let out a bellow of challenge, a weird ullulating cry that would have frozen the marrow of many a bold warrior. Any sane being would have been terrified. Rorek just looked up at the towering creature. It was three times his height and twenty times his weight. He did not care. His death-song was sung. To his friends he was already dead. He considered himself a walking corpse. What use had he for fear?

He curled his lip into a sneer. "Your life is over," he told the troll, then threw himself forward, axe raised to strike.



THE ARMY LIST

The Dwarf army list has been designed so that you can choose an army to a preset points value agreed by you and your opponent. There is no upper limit to the size of an army, but 1000 points is about the smallest size that will allow you to field a battle-worthy force. Two thousand points is the usual size for battles that will last an entire evening, while 3000 points will give you enough troops for a battle that will take the best part of a day to fight. Most people prefer to collect their armies in blocks of 1000 or 500 points, starting with say a 1000 point core force and adding 500 points at a time. This allows you to conveniently plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

It is usual for each side to begin with an equal points value of troops – say 2000 points a side. Both players pick an army worth up to the agreed points value. The Dwarf player uses the Dwarf army list, while his opponent uses the list from the Warhammer Armies book for his army. The total value of a player's army may be slightly less than the agreed value, and will often be a few points short simply because there is nothing left on which to spend the odd point.

THE ARMY

When you choose your army you can spend your points on five different types of troops: Characters, Regiments, War Machines, Monsters and Allies. You are permitted to spend only a certain proportion of your points on each each of these categories: for example, a Dwarf army may spend up to 25% of its points value on war machines. These limitations ensure that armies are reasonably representative and don't consist entirely of heroes, big monsters, or war machines. The list which defines the limitations for each category is given immediately before the army list itself.



Of the five different categories of troops all except for allies are covered by the list in this book. Allies are covered by the Warhammer Armies book for that particular race.

CHARACTERS

The proportion of the army's points value which you are permitted to spend on characters includes the value of their armour and weapons, and any magic items they have. The points value also includes a steed if they are mounted, a monster if they are riding one, and a chariot and its crew if they ride a chariot. However, Dwarfs do not generally ride monsters or other creatures, nor do they ride in chariots, so these considerations do not apply here.

Champions are characters who are associated with

regiments. They cannot move or fight on their own: they are part of their regiment and always move and fight as part of it. You cannot include a Champion unless you also include a regiment for him to fight with. Although a Champion always fights with his regiment he still counts as a character and his points cost must be taken from the Characters points allowance.

The characters in the lists do not have specific weapons – they can be equipped with any of the weapons or armour given in the Equipment List printed on the following page. In principal, a character may be armed with any weapon or piece of equipment normally available to the regiments, but this does not include special weapons such as hand guns, for example. Champions always have the same equipment as their regiment.

A character can carry appropriate magic items chosen from the magic item cards in Warhammer Magic. Dwarfs can also use runic magic items as discussed elsewhere in this book. In the case of magic item cards their points value is indicated on the cards themselves. The points value of runic magic items is the sum total of the value of the runes engraved upon them. Characters are permitted no more than the number of magic items shown on the chart below.

Character	Maximum Number of Magic Items
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HEROES

Champion	1
Hero	2
Lord	3

RUNESMITH

Runesmith (any type)	3
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Note that some magic items are restricted to certain races or types of characters and not all are automatically available to Dwarfs. Scrolls, for example, are only available to wizards, so Dwarfs can never make use of them as they have no wizards.

REGIMENTS

The great mass of Dwarf warriors is covered by the Regiments section of the army list. Dwarf troops are organised into units called *regiments*. These units must be at least five models strong unless indicated otherwise. There is no upper limit to the size of a unit. The minimum of five models includes its leader, standard bearer, musician and champion if it has them.

All units are assumed to include a leader equipped in the same way as his troops and with identical characteristics, who costs the same points as an ordinary trooper. All units may include a standard bearer and/or musician, and these cost double the points value of an ordinary trooper. Standard bearers and musicians are assumed to be equipped with the same weapons as the

rest of the unit and fight just like ordinary troopers (see the Warhammer rulebook for a full description).

Some units are permitted magic standards. These are covered by the Warhammer Magic supplement and are included as magic item cards. Alternatively, you may design your own runic magic banners using the rules for runic magic described in this book. If you include a magic standard then its points value is included with the points value of the unit.



Units are permitted Champions. Champions are always equipped exactly like the rest of the unit, except that they are permitted one magic item. A Champion may be the unit's leader, but does not have to be – you can have a separate leader and a Champion model if you wish. As we have already noted, the points value of a Champion, and of any magic item he may carry, comes from your Characters points allocation.

Note that in the case of Slayer Champions special rules apply. A Slayer unit can include as many Champions as you wish and there are three different levels of Slayer Champion (Giant Slayer, Dragon Slayer and Daemon Slayer). See the Slayer entry in this book for more details.

WAR MACHINES

War machines include all the artillery and other machines of war available to the Dwarf army such as cannons, organ guns, stone throwers, etc.

MONSTERS

Monsters are beasts brought along to fight beside the army. They include captive monsters goaded into fighting and monsters which have been magically bound by spells of obedience.

ALLIES

The Dwarf army may include a proportion of allies worth up to a quarter of its total points value. Allies are chosen from the Warhammer Armies book or books indicated. So, for example, your Dwarf army could include up to a quarter of its points value as High Elves chosen from the High Elf list, or Empire troops chosen from the Empire list. There is nothing to prevent you choosing allies from several different lists if you wish. Including allies is a good way of expanding your model collection, and it also allows you to paint something different and still use it in your army.

When you choose allies you can spend your points freely on characters, regiments, and war machines. There is no restriction on how you spend the points, so you could choose to take only characters or just war

machines if you wish. You cannot include monsters from your allies.

You do not have to include a General model for your allies but you can do so if you wish. The allied General counts as a character in the normal way but he does not benefit from any of the special rules for Generals. In effect, the allied General becomes a subordinate character in the same way as other heroes.

PRESENTATION OF PROFILES

Profiles are given in the standard format and include all the characteristic values. They do not take into account movement reductions due to armour, as this may vary depending on how you choose to equip your troops. Saving throws are not included on the profiles for the same reason, as they may vary depending on what armour you choose to buy.

M = Movement	W = Wounds
WS = Weapon Skill	I = Initiative
BS = Ballistic Skill	A = Attacks
S = Strength	Ld = Leadership
T = Toughness	

LIMITATIONS ON CERTAIN CHARACTERS/UNITS

The army list presents the player with lists of troop types that can be included in the Dwarf army. In most cases there is no limit on the number of individual models, or the number of units, other than that imposed by the points values. However, some particular types of unit or character are limited. In some cases you can only include one character of a certain type in your army, or one of a specific unit. Any such limitations are clearly indicated in the lists. For example, you may only ever include one General model.

SPECIAL CHARACTERS

The army list itself is intended to broadly represent a Dwarf army. Provision has been made to include a General, but we do not specify whether he should be a particular Dwarf Lord, the king of a specific realm, or any given individual. We leave it up to you to invent a name and background as you feel appropriate for your own General and for any heroes you include in your army.

A separate section describing famous Dwarfs has been included after the army list. These are, in effect, ready-made heroes, with their own unique characteristics, magic artefacts, and points values. You may include these characters in your army if you wish. You may include any number of Dwarf kings (as heroes) but note that you can only have one General. Also note that you can only ever have one Runesmith. The points cost of these special characters comes out of your Characters points allowance in the normal way. Special characters have their magic items listed separately so you can not use their magic items if you wish.

ARMOUR

The saving throws for troops are not given on their profile because they vary depending on the armour they wear. Saving throws are summarised below.

Armour	Save
None	None
Shield or light armour	6+
Shield & light armour or heavy armour only	5+
Shield and heavy armour	4+

EQUIPMENT LIST

The following is a list of all the usual weapons in the Warhammer game. It has been included so that you can refer to it for comparative purposes, and so you can choose equipment for character models without having to refer to the army list entries or the Warhammer rulebook. A character model may be armed with any weapons available to the troops themselves, subject to the usual restrictions regarding weapon use. For example, it is impossible to wield a double-handed axe and a halberd as both require two hands to use.



In the case of characters the models must actually carry the weapons ascribed to them. Note that regimental Champions are always assumed to be armed and equipped exactly like the rank and file members of the regiment (except for Slayers, who may be armed differently as explained in the rules for Slayers).

Items marked with an asterisk (*) are not available to your army's characters; they have been included out of a sense of completeness. Note that Dwarf characters are not normally permitted to carry hand guns, although they may carry pistols. A Thunderer Champion can carry a hand gun or pistols (player's choice).

EQUIPMENT LIST

HAND-TO-HAND COMBAT WEAPONS

- A single sword, axe, mace
or other hand weapon Free
- An additional sword, axe, etc..... 1
- A double-handed weapon,
including double-handed axe, sword, etc 2
- Flail* 1
- Halberd 2
- Spear 1
- A lance for a mounted warrior* 2



MISSILE WEAPONS

- Bow* 2
- Short Bow* 1
- Long Bow* 3
- Crossbow 3
- Repeating Crossbow* 4
- Javelin* 1
- Sling* 1
- Hand Gun* 3
- Pistol 2

ARMOUR

- Shield 1
- Light Armour 2
- Heavy Armour 3
- Barding for steed* 4

ARMY SELECTION

Characters	0-50%	Up to half the points value of the army may be spent on characters.
Regiments	25%+	At least a quarter of the total points value of the army must be spent on regiments. This does not include the cost of Champions who are paid for out of the Characters allowance.
War Machines	0-25%	Up to a quarter of the points value of the army may be spent on war machines.
Monsters	0-25%	Up to a quarter of the points value of the army may be spent on monsters.
Allies	0-25%	Up to a quarter of the points value of the army may be spent on allied troops chosen from any one or a combination of the following lists: Empire, Bretonnia, Wood Elves, High Elves.

CHARACTERS

Your army may include up to 50% of its points value as characters chosen from the list below. You must always include a General, but apart from this you are free to choose as many or as few characters as you wish.

1 GENERAL 160 points

Your army must be led by a General. The General represents a mighty Dwarf lord, perhaps the head of an ancient clan, possibly even a Dwarf king.

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

EQUIPMENT: The Dwarf Lord carries a hand weapon. This will almost certainly be an axe, undoubtedly an ancient heirloom of his house.

WEAPONS/ARMOUR: The General may be armed with any of the weapons or armour indicated in the Equipment List. See the separate Equipment List for summary and points values.

MAGIC ITEMS: The General is a Lord character and is therefore entitled to up to three magic items. These may be chosen from the appropriate Warhammer Magic cards, or they may be runic magic items created using the rules described in this book.

SPECIAL: If your General is the Dwarf High King he may ride upon the Throne of Power accompanied by four throne bearers. The total cost of the Throne and the bearers is 140 points. Complete rules for the Throne of Power are given elsewhere in this book.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
High King	3	7	6	4	5	3	5	4	10
Bearer	3	5	4	4	4	1	3	2	9

0-1 BATTLE STANDARD ... 98 points

If you wish, the army may include a battle standard together with its bearer. It could be an ancient clan banner, or the standard of a Dwarf stronghold.

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

EQUIPMENT: Hand weapon and battle standard.

WEAPONS/ARMOUR: The Battle Standard Bearer may be armed with any of the weapons or armour indicated in the Equipment List. See the separate Equipment List for summary and points values.

MAGIC ITEMS: The Battle Standard Bearer is a Champion character and is entitled to up to one magic item. This may be chosen from the appropriate Warhammer Magic cards or it could be a runic magic item as described elsewhere in this book. If you choose a magic standard, or if you choose a rune of protection, this effectively turns the army's banner into a magic standard.



HEROES 104 points

The army may include as many Heroes as you wish within the normal limitations of the points available. Heroes may be important clan leaders, Dwarfs of noble blood, or tough old Dwarfs who have earned respect by performing deeds of valour.

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

EQUIPMENT: Axe, hammer or other hand weapon.

WEAPONS/ARMOUR: A Hero may be armed with any of the weapons or armour indicated in the Equipment List. See the separate Equipment List for summary and points values.

MAGIC ITEMS: A Hero character is entitled to up to two magic items. These may be chosen from the appropriate Warhammer Magic cards or they can be runic magic items as described elsewhere in this book.

CHAMPIONS 48 points

Any regiment may include a Champion armed and equipped like the rest of the unit (see Equipment List for points values). The exception is Slayer units. Slayers always have their own *Slayer Champions* (see below). Thunderer Champions may be armed with one or two pistols instead of a hand gun.

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

EQUIPMENT: A Champion is always armed and equipped in the same way as the rank and file members of his regiment (see Equipment List for points values).

MAGIC ITEMS: A Champion character is entitled to a single magic item. This may be chosen from the appropriate Warhammer Magic cards or it can be a runic magic item as described elsewhere in this book.

SLAYER CHAMPIONS

- Giant Slayer 63 points
- Dragon Slayer 136 points
- Daemon Slayer 210 points

A unit of Dwarf Slayers may include any number of Slayer Champions. This is an exception to the normal rule which limits units to a single Champion. There are three different kinds of Dwarf Slayer Champion: Giant Slayer, Dragon Slayer and Daemon Slayer. Your unit may include as many kinds as you wish and as many of each kind as you wish.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Giant Slayer	3	5	4	4	4	1	3	2	9
Dragon Slayer	3	6	5	4	5	2	4	3	10
Daemon Slayer	3	7	6	4	5	3	5	4	10

EQUIPMENT: Slayer Champions may be armed with the same combination of weapons allowed to Slayer units: any model can carry either a single axe, an axe in each hand, or a double-handed axe (see Equipment List for points values). Note that models do not have to be identically armed – Slayers may have a variety of these weapon combinations if you wish. Remember that Slayers do not wear armour.

MAGIC ITEMS: Slayer Champions are entitled to up to one magic weapon. This can be a weapon chosen from the appropriate Warhammer Magic cards or it can be a runic magic item as described elsewhere in this book. Note that Slayer Champions may only ever have one magic item and this must always be a weapon and not armour, a talisman, etc. Bear in mind that a character carrying a magic weapon cannot use another weapon at the same time (see Warhammer Magic). This means that there is little point in giving a Slayer Champion two weapons if you want to give him a magic weapon.

NOTE: Slayer Champions are an exception to the normal rules in that a Slayer unit may include any number of Champions. It is possible for a unit of Slayers to consist entirely of Champions (so long as there are at least five models in total).

0-1 RUNESMITH

- Runesmith 78 points
- Master Runesmith 187 points
- Rune Lord 306 points
- Anvil + 2 Guards..... +200 points

The Dwarf army may include a single Runesmith. Runesmiths are powerful and ancient individuals. Having spent a lifetime learning the art of making runes they are venerable, cunning, and wise in the ways of warfare as well as magic. There are few foes they have not fought or beaten.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Runesmith	3	6	4	4	5	2	3	2	9
Master Runesmith	3	7	5	4	6	3	4	3	10
Rune Lord	3	8	6	5	6	4	5	4	10

EQUIPMENT: Axe, hammer or other hand weapon.

WEAPONS/ARMOUR: A Runesmith may be armed with any of the weapons or armour indicated on the Equipment List. See the separate Equipment List for summary and points values.

MAGIC ITEMS: A Runesmith of any type may have up to three magic items. This is an exception to the normal limitations on account of the nature of the Runesmith. These magic items may be chosen from the appropriate Warhammer Magic cards or they can be runic magic items as described elsewhere in this book.

SPECIAL: A Runesmith may ride into battle on an Anvil of Doom accompanied by two Anvil guards. Each Anvil guard is a Champion with heavy armour armed with a double-handed hammer. Anvil guards must remain within 4" of the Anvil. They are not subject to the pursuit rules. While the Runesmith is alive they are not affected by psychology and cannot be broken. The total cost of the Anvil plus its two guards is 200 points. Complete rules for the Anvil are given elsewhere in this book.



REGIMENTS

Your army must include at least 25% of its points value as units chosen from the following list, it may include more if you wish. In some cases you may only choose a maximum of one unit of a specific type: for example, you can only have one regiment of Long Beards. There is no limitation on the size of a unit, other than that units must consist of at least five models unless otherwise stated.

0-1 UNIT OF LONG BEARDS 15 points per model

Your army may include one regiment of Long Beards. Long Beards are the oldest Dwarfs in the army, and their beards are very long and grizzled. The Long Beards have fought in more wars, beaten more enemies, and endured greater hardships than young Dwarfs can possibly imagine. They enjoy grumbling about how today's Goblins are far smaller and weedier than they used to be, and how nothing is really as well made as it was in their day. They are the toughest and most stubborn of all Dwarfs and amongst the best fighters.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Long Beard	3	5	3	4	4	1	3	1	9

EQUIPMENT: Long Beards wear long coats of mail armour and carry shields. They are armed with hand weapons such as axes and swords.

SAVE: 4+ (Heavy armour & shield).

OPTIONS: The Long Beards may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself (see Warhammer Magic). Alternatively, it may be a runic magic standard as described elsewhere in this book.



Dwarf Hammerer

0-1 UNIT OF HAMMERERS 15 points per model

Your army may include one regiment of Hammerers. The Hammerers are the King's Dwarfs, a body of tough fighting men who guard the King's chambers and accompany him to war. Each Dwarf stronghold has its own king and its own Hammerers and they are amongst the best Dwarf warriors.

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

EQUIPMENT: Hammerers wear long coats of mail armour and carry shields. They are armed with ornately carved hammers of great age.

SAVE: 4+ (Heavy armour & shield).

OPTIONS: The Hammerers may carry double-handed hammers at an additional cost of +2 points per model. The Hammerers may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself (see Warhammer Magic). Alternatively it may be a runic magic standard as described elsewhere in this book.



Dwarf Long Beard



Dwarf Iron Breaker

**0-1 UNIT OF
IRON BREAKERS..... 20 points per model**

Your army may include one regiment of Iron Breakers. Many Dwarf strongholds have deep tunnels which the Dwarfs have long since abandoned. These tunnels have become home to all kinds of monsters such as Night Goblins, Skaven, Trolls and even more sinister horrors. Where old and abandoned workings join the inhabited levels the Dwarfs have blocked passages and built gates, but even so they must be constantly on the lookout for intrusion from below. The Iron Breakers guard these old passages and protect the stronghold from attack. They spend much of their time below ground in the deepest, least-visited parts of the stronghold. Because of the extreme danger of their duties they wear heavy iron armour engraved with the Rune of Stone.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Iron Breakers	3	5	3	4	4	1	3	1	9

EQUIPMENT: Iron Breakers wear thick iron armour and carry shields. They are armed with hand weapons and favour axes and hammers.

SAVE: 3+ (Heavy armour & shield + Rune of Stone).

OPTIONS: Iron Breakers may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself (see Warhammer Magic). Alternatively it may be a runic magic standard as described elsewhere in this book.

SPECIAL RULES: Iron Breakers wear armour engraved with the Rune of Stone – this is an exception to the normal rules because normally only characters can wear magic armour. The Iron Breakers’ task is so dangerous that they need it! This increases their saving throw from 4+ (heavy armour + shield) to 3+. If the regiment includes a Champion his armour must also be engraved with the Rune of Stone and this does not prevent him having another magic item – the Rune of Stone is a bonus although he must pay points for it as normal (+5).

DWARF WARRIORS..... 11 points per model

Your army may include any number of regiments of Dwarf Warriors. Dwarf Warriors are grim and determined fighters. Being extremely stubborn they refuse to run away in all but the most desperate circumstances.

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

EQUIPMENT: Dwarfs wear mail armour and carry shields. They are armed with hand weapons and favour axes.

SAVE: 5+ (Light armour & shield).

OPTIONS: Any units may carry either double-handed weapons at an additional cost of +2 points per model, or spears at an additional cost of +1 point per model. Any units may carry a magic standard. This may be chosen from among the appropriate magic item cards and its cost is indicated on the card itself (see Warhammer Magic). Alternatively it may be a runic magic standard as described elsewhere in this book.

**DWARF
CROSSBOWMEN 13 points per model**

Your army may include any number of regiments of Dwarf Crossbowmen. Dwarfs are not physically suited to using ordinary bows, so they use powerful crossbows instead.

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

EQUIPMENT: Dwarfs wear mail armour. They are armed with crossbows and carry suitable hand weapons.

SAVE: 6+ (Light armour).

OPTIONS: Any units may carry double-handed weapons at an additional cost of +2 points per model. Any units may carry shields at an additional cost of +1 point per model (save 5+). Any units may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself (see Warhammer Magic). Alternatively it may be a runic magic standard as described elsewhere in this book.





DWARF THUNDERERS.....13 points per model

Your army may include any number of regiments of Dwarf Thunderers. Dwarf Thunderers carry mighty hand guns.

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

EQUIPMENT: Thunderers wear mail armour and carry hand guns. They are also armed with hand weapons to fight in close combat.

SAVE: 6+ (Light armour).

OPTIONS: Any units may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself (see Warhammer Magic). Alternatively it may be a runic magic standard as described elsewhere in this book.

SPECIAL: A Thunderer Champion is the only Dwarf character permitted to carry a hand gun. Alternatively, he may carry one or two pistols.

0-1 UNIT OF DWARF MINERS 13 points per model

Your army may include one unit of Dwarf Miners. Dwarf Miners carry heavy two-handed picks.

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

EQUIPMENT: Dwarf miners wear heavy mail armour, and are armed with double-handed picks.

SAVE: 5+ (Heavy armour).

OPTIONS: Miners may carry shields at an additional cost of +1 point per model. Miners may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself (see Warhammer Magic). Alternatively it may be a runic magic standard as described elsewhere in this book.

SLAYERS 11 points per model

Your army may include regiments of Dwarf Slayers, but note that it may not contain more Slayer regiments than it has other Dwarf regiments. Dwarf Slayers are strange and extremely dangerous Dwarfs. They have taken the binding vows of the Slayer Cult which oblige them to seek death in battle at the hands of as deadly a foe as possible. Only great shame or anguish can drive a Dwarf to these desperate measures.

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

EQUIPMENT: Slayers do not wear armour, spurning the very concept of self preservation. They carry an axe. Often a very big axe.

SAVE: None.

OPTIONS: Slayer units are unusual in several respects. It is not necessary for all the Slayers in the unit to be identically armed: some can carry a double-handed axe instead of an ordinary axe (+2 points per model so armed) while others can carry an axe in each hand (+1 point per model so armed). It is entirely up to you to decide whether to take advantage of this rule. You may prefer to have all your Slayers identically armed as this makes combat easier to work out.

Slayer units are also exceptional in that you may include not just one but as many Champions as you wish – there are three different kinds of Slayer Champions as described in the Characters section.



WAR MACHINES

Dwarfs are proud craftsmen who take care with everything they make. They are also very technically minded, and good at constructing buildings, tunnels, and all kinds of machines. In battle they use several types of war machine, some of which are unique to the Dwarfs. Your army may include up to 25% of its points value as war machines chosen from the following list.



STONE THROWERS

Small Stone Throwers 74 points each

Big Stone Throwers 104 points each

Your army may include any number of stone throwers. Each machine has three Dwarf crew to operate and defend it.

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

	RANGE	STRENGTH	SAVE	WOUNDS PER HIT
Small Stone Thrower	48"	7	none	D3
Big Stone Thrower	60"	10	none	D6

EQUIPMENT: The crew are armed with hand weapons.

SAVE: None.

OPTIONS: Stone thrower crew may wear light armour at an additional cost of +2 points per model.

GYROCOPTER 100 points each

Your army may include any number of gyrocopters within the limitations of the points available.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Gyrocopter	24"	-	-	6	7	3	-	-	-
Pilot	3	4	3	3	4	1	2	1	9

ARTILLERY PIECE	RANGE	STRENGTH	SAVE	WOUNDS PER HIT
Steam Cannon	Flame Template	4	None	1

BOLT THROWERS 54 points each

Your army may include any number of bolt throwers. Each machine has three crew to operate and defend it.

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

	RANGE	STRENGTH	SAVE	WOUNDS PER HIT
Bolt Thrower	48"	5-1 per rank	none	D4

EQUIPMENT: The crew are armed with hand weapons.

SAVE: None.

OPTIONS: Bolt thrower crew may wear light armour at an additional cost of +2 points per model.

FLAME CANNON 119 points each

Your army may include any number of flame cannons. Each machine has three Dwarf crew to operate and defend it.

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

	MAXIMUM RANGE YOU MAY GUESS	STRENGTH	WOUNDS	SAVE
Flame Cannon	12"	5	D3	-2

EQUIPMENT: The crew are armed with hand weapons.

SAVE: None.

OPTIONS: Flame cannon crew may wear light armour at an additional cost of +2 points per model.

ORGAN GUN 65 points each

Your army may include any number of organ guns. Each machine has three Dwarf crew to operate and defend it.

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

	MAXIMUM RANGE YOU MAY GUESS	STRENGTH	WOUNDS	SAVE
Organ Gun	24"	10	D3	NONE

EQUIPMENT: The crew are armed with hand weapons.

SAVE: None.

OPTIONS: Organ gun crew may wear light armour at an additional cost of +2 points per model.

CANNON 110 points each

Your army may include any number of cannons. Each machine has three Dwarf crew to operate and defend it.

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

	MAXIMUM RANGE YOU MAY GUESS	STRENGTH	WOUNDS	SAVE
Cannon	48"	10	D4	NONE

EQUIPMENT: The crew are armed with hand weapons.

SAVE: None.

OPTIONS: Cannon crew may wear light armour at an additional cost of +2 points per model.

MONSTERS

DRAGON

DRAGON	450 points
GREAT DRAGON	600 points
EMPEROR DRAGON	750 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
DRAGON	6	6	0	6	6	7	8	7	7
GREAT DRAGON	6	7	0	7	7	8	7	8	8
EMP. DRAGON	6	8	0	8	8	9	6	9	9

CHIMERA 250 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
CHIMERA	6	4	0	7	6	6	4	6	8

COCKATRICE 150 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
COCKATRICE	4	3	0	4	4	2	4	3	6

GIGANTIC SPIDER 50 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GIGANTIC SPIDER	5	3	0	5	4	4	1	2	7

GRIFFON 150 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GRIFFON	6	5	0	6	5	5	7	4	8

HIPPOGRIFF 145 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HIPPOGRIFF	8	5	0	6	5	5	6	3	8

HYDRA 225 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
HYDRA	6	3	0	5	6	7	3	5	6

MANTICORE 200 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
MANTICORE	6	6	0	7	7	5	4	4	8

WYVERN 180 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
WYVERN	6	5	0	5	6	4	4	3	5

GIANT SCORPION 50 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
GIANT SCORPION	5	3	0	5	4	4	1	2	7

SWARMS 100 points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
RATS	6	3	0	3	2	5	1	5	10
FROGS	4	3	0	3	2	5	1	5	10
LIZARDS	4	3	0	3	2	5	1	5	10
BATS	8	3	0	3	2	5	1	5	10
SERPENTS	3	3	0	4	2	5	1	5	10
INSECTS/ SPIDERS	4	3	0	3	2	5	1	5	10
SCORPIONS	4	3	0	4	2	5	1	5	10

SPECIAL CHARACTERS

KING KAZADOR OF KARAK AZUL 174 points

+ 170 points **Weapon Runes**

+100 points **Armour Runes**

+50 points **Talismanic Runes**

Kazador is the aged King of Karak Azul. He is a massive Dwarf, and incredibly strong even by the extraordinary standards of Dwarf kings. He is said to have once lifted a fully-laden ore pony which had stumbled and become trapped in a crevasse. In his younger days he would cheerfully repeat the performance when challenged. It is said that he could (and frequently did) out drink all the Dwarfs in his kingdom. His younger days were full of feasting and fighting, bawdy songs and raucous humour, and, of course, battles. Lots of battles, so that the Orcs soon started to avoid the area altogether. Ruling over a kingdom surrounded by greenskins gave Kazador few worries. In fact he found it rather convenient, and spent the summer months hunting Goblins in the mountains.

Sadly those days are long gone. Today nothing gives King Kazador joy. He no longer has any appetite and food always displeases him. Ale is always weak and is unable to lift his spirits. He no longer hunts Goblins in the mountains or bellows with laughter at some casual jest. Today he sits in the darkness of Karak Azul and broods. His subjects trace his decline to the Orc attack when Gorfang the Warlord of Black Crag infiltrated the stronghold, pillaging and looting. Although the Orcs were driven out they took captives, including many of Kazador's own kin. Even today Kazador knows that his own people are rotting in the dungeons of Black Crag, and so far he has been unable to recover them or to avenge their deaths (if dead they be).



Kazrik, the king's son, suffered a fate nearly as bad. Captured along with his kin folk in the king's own throne room, the young Dwarf Lord was not taken captive but shaved and nailed firmly to Kazador's throne as a gesture of contempt. The king has promised half his hoard to the Dwarf who brings his kinsfolk back alive; a quarter of it to anyone who brings their dead bodies back to rest in Karak Azul. To anyone who kills Gorfang he has promised the pick of his treasures. Since Kazador is wealthy as only a Dwarf king can be this offer has caused a lot of excitement in the Dwarf realms.

The only thing that lightens Lord Kazador's gloom is being able to settle old scores and to this end he has led armies all over the Dwarf realms. He has become a dark and brooding avenger, a pursuer of his people's enemies, and callous destroyer of evil wherever he finds it. As he leads his armies into battle he sounds the great Thunderhorn to proclaim that King Kazador has come to take his revenge once more. Perhaps he hopes that one day he will meet Gorfang in battle, so that at last he can avenge himself on his enemy and lift the burden of responsibility that lies upon his heart.



PROFILE	M	WS	BS	S	T	W	I	A	Ld
Kazador	3	7	6	5	5	3	5	4	10
Rune Bonus	+1								

WEAPONS/ARMOUR: Kazador is armed with the great Hammer of Karak Azul and the Armour of the King of Karak Azul. He carries an ancient horn of immense proportions called the Thunderhorn.

The Hammer of Karak Azul

The great Hammer of Karak Azul has been borne by the royal line of Azul since the time of Grungni, and it can only be lifted by a member of Kazador's clan. This mighty two-handed warhammer is forged from gromril, and it bears an unusually potent combination of runes: the Master Rune of Death (all wounds kill), the Rune of Striking (+1 Weapon Skill) and the Rune of Might (double Strength against creatures tougher than Kazador).

The Armour of the King of Karak Azul

This armour was forged in ancient days and is worn by the King of Karak Azul whenever he marches to war. It is forged from the finest gromril. The armour bears the master Rune of Adamant (+2 save) and the Rune of Resistance (re-roll save on 4+).

The Thunderhorn

The Thunderhorn is carved from an ancient tusk said to have been brought by the Dwarfs from the distant south in ages past. It has been carried into battle by every Lord of Azul since Karak Azul was founded. It bears the Master Rune of Dismay (enemy must test against Ld to move).

Put your trust in stone and iron – stone and iron have always been true friends of the Dwarfs.

Old Dwarf saying

UNGRIM IRONFIST, THE SLAYER KING OF KARAK KADRIN 210 points

+ 90 points **Weapon Runes**

+55 points **Armour Runes**

+70 points **Talismanic Runes**

Many years ago Ungrim's five times great grandsire, King Baragor, suffered a great and terrible loss which drove him to take the oath of the Slayers. What caused him to make such a sudden and drastic decision is not recorded in the Book of Grudges of Karak Kadrin, nor in the Records of the Kings, nor even the stronghold's Book of Days. It is commonly assumed that the cause was the death of his daughter at the claws of the great dragon Skaladrak on her way to marry the son of the High King at Karaz-a-Karak. In any case, Baragor became the first Slayer King of Karak Kadrin.

Torn between his two conflicting vows, the oath of a Slayer to seek out death and the oath of a king to watch over and protect his people, Baragor was unable to fulfil either properly. In the end, good Dwarf sense prevailed, and he found a way to honour both his vows after a fashion. He founded the shrine of Grinnir, the Shrine of Slayers in Karak Kadrin, and with generous donations to the cult he established a haven for Slayers from all over the Dwarf realms. Soon Karak Kadrin was acknowledged as the home of the Slayer Cult, hitherto a scattered group of individuals wandering amongst the mountains.

Although Baragor could not fulfil his own vows while his people needed him, he could help others to do so, and as such he upheld his honour and was considered a wise and reasonable Dwarf by all concerned. Baragor died in a tunnel cave-in deep below Karak Kadrin, his Slayer's vow still unfulfilled. His son, Dargo, inherited not only the kingdom, but his father's vow as well, and became the second of a line of Slayer Kings. His living descendant is King Ungrim Ironfist, the current Slayer King of Karak Kadrin.

Ungrim bears the burden of his forebear's vow. His very name, Ungrim, means oath-bound or oath-breaker, and is a reminder of his dual responsibilities. Like Baragor before him, he is possessed of sound Dwarf sense, a strong arm, and the complete loyalty to Dwarfkind which perhaps only a Dwarf king can understand. He is a great warrior and is acknowledged by even the High King as the best living battle leader and the most accomplished of generals. It was Ungrim Ironfist and the Dwarfs of Karak Kadrin that finally defeated and captured the Orc Warlord Gnashrak at the Battle of Broken Leg Gulley. This ended Gnashrak's threat to Karaz-a-Karak and undoubtedly saved the Dwarf High King's realm and earned Ungrim the eternal gratitude of his people. The High King, Thorgrim Grudgebearer, gave Ungrim a mighty heirloom in recognition of his deeds. This was the dragon cloak made by the

Runesmith Heganbor for High King Finn Soursowl from the skin of the dragon Fyrskar.

The Slayer Crown sits atop Ungrim's head. This is a sturdy horned helmet with golden crown, on top of which is a huge bright orange crest like a Slayer's hair. The king's beard is also vivid orange, dyed brightly as is the tradition of Slayers, and carefully bound with golden rings and brightly coloured ribbons. His appearance is every inch a king and a Slayer! He is armed with a mighty two-handed axe of monstrous size and enscribed with many potent runes. This is the Axe of Dargo, reforged from Baragor's own axe, and enscribed in Khazalid with the oath of a Slayer.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Ungrim	3	7	6	4	5	3	5	4	10
Rune Bonus					+1				

WEAPONS/ARMOUR: Ungrim wears heavy armour over which hangs his heavy Dragon Cloak. He carries the mighty Axe of Dargo, and upon his head he wears the Slayer Crown.

AXE OF DARGO

The double-handed Axe of Dargo is a mighty weapon inscribed with a Rune of Smiting (causes D6 wounds) and Rune of Parrying (-1 enemy Attack).

THE SLAYER CROWN

This majestic helmet is part of the king's armour and has two armour runes inscribed on it. These are a Rune of Iron (+1 Toughness) and Rune of Stone (+1 armour save – ie save of 4+).



DRAGON CLOAK

The Dragon Cloak bears the Master Rune of Spite (rebounds wounds on a 4+), Rune of the Furnace (immune to fire), and the Rune of Luck (one re-roll during game).

SPECIAL RULES

As the Slayer King Ungrim Ironfist is affected by some (though not all) the special Slayer Rules as follows.

1. He is unaffected by psychology rules (fear, terror, panic etc) except for *hatred* of Orcs and Goblins. Note that if leading a unit which flees due to fear or panic, Ungrim is also forced to flee even though immune himself – see the Warhammer rulebook Heroes and Wizards section for details about how psychology affects characters with units.
2. Ungrim cannot be broken in hand-to-hand combat. His Leadership value of 10 is still used by any unit he is leading to test for psychology, rally tests or breaking as normal. As with psychology, Ungrim will be forced to flee if the unit he is fighting with breaks even though he is immune himself – see the Warhammer rulebook Heroes and Wizards section for details.
3. Slayer Skill. When fighting opponents with a Toughness greater than his own Strength, Ungrim's Strength is counted as equal to the enemy's Toughness. Hits will therefore always wound on a score of at least 4+. In this respect Ungrim counts as a Daemon Slayer – see the Slayer rules for details.

RUNE LORD**KRAGG THE GRIM 309 points**

+ 165 points Weapon Runes

+ 150 points Armour Runes

+ 45 points Talismanic Runes

Kragg is the Master Runelord of Karaz-a-Karak. He is the oldest and by far the greatest living Runesmith – a gnarled old Dwarf, strong and enduring as a weather-beaten oak. His mighty white beard reaches to his feet. His great beetling brows cover eyes deep as wells set over features as rough hewn as a granite cliff. His expression is one of eternal disapproval. This is quite normal for a Dwarf of his age who has seen many wonders and watched the inevitable decline of craftsmanship and respect. Runesmiths come from all over the Dwarf realms to sit at his feet and listen to his wise words. He knows many of the secrets of ancient days, long forgotten by others, and is a living link with near legendary past times.

Kragg emerges only rarely from the Underhalls of Karaz. Within the city's deepest depths he has what virtually amounts to his own personal realm, a complex of mines and forges near the roots of the mountain where many Runesmiths labour on great projects under Kragg's supervision.

Kragg is armed with the finest weapons that a Runesmith can fashion. His great hammer, which he forged when he was a young Master Runesmith, bears Kragg's own hidden and secret rune. The old Dwarf is jealous of his lore and protective of his reputation and so far he has not shared the secret of his master rune with any of his apprentices,

so only he may use it. Perhaps some day the master will teach it to his successor, but so far he has not found a Runesmith worthy enough to inherit his knowledge.

In addition to his hammer, when Kragg goes to war he dons rune armour, and carries a staff bearing talismanic runes of great power.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Kragg	3	8	6	5	6	4	5	4	10
Runic Bonus				10					+1

WEAPONS/ARMOUR: Kragg wears heavy gromril rune armour. He carries a runestaff and a rune hammer.

Kragg's Hammer

Kragg's Hammer bears Kragg's Master Rune. This will be the old Runesmith's greatest legacy to the Dwarf realms when he releases it, if he ever does. Kragg devised his rune to aid him when forging. It heats up the hammer till it glows red hot and then transfers the heat to whatever it hits. It also drives the hammer forward with crushing force. The hammer is so hot that enemy affected by fire are affected by the hammer as if it were actually burning. The hammer gives the wielder a Strength of 10. Kragg has also inscribed the Rune of Smiting and the Rune of Fury on the weapon. This gives him an extra Attack and ensures that the target takes a D6 wounds instead of just one if it is successfully wounded (D6 wounds per hit).

Kragg's Armour

Kragg's armour is forged from heavy gromril. Over the years the Runelord has laboured long and hard on it, turning each separate component into a lovingly crafted work of art. It bears the Master Rune of Adamant (+2 Save), the Rune of Spell-Eating (automatic dispel) and the Rune of Resistance (re-roll failed save on 4+).

**Runestaff**

This ancient staff of oak is adorned with the skull of a minotaur which Kragg slew while still a youth of just a hundred winters. The skull has been coated in brass to preserve it. The staff bears the Rune of the Furnace (immune to fire) the Rune of Spellbreaking (automatic dispel, one use only) and the Rune of Passage (move through difficult terrain). These make Kragg immune to fire, able to ignore the effects of difficult terrain and able to dispel one incoming spell automatically per battle.

GOTREK GURNISSON & FELIX JAEGAR Gotrek 225 points

+ 125 points Gotrek's Axe

Felix 77 points

+ 50 points Felix's Sword



The man Felix Jaegar is the youngest son of the wealthy Jaegar clan of wool merchants. He was a student at the University of Aldorf until he was expelled for killing a fellow student in a duel. Disinherited by his family he drifted into the wild life of a minor poet and political agitator until the fateful and drunken day when his destiny became intertwined with Gotrek's. Felix was one of the instigators of the Window Tax riots in Aldorf, a demonstration of public feeling that rapidly grew beyond the control of its organisers and expanded into an outbreak of looting and mob violence so bad that the Emperor was obliged to send his knights to restore public order.

Many innocent people were caught between the pounding hooves of the knights and the ferocity of the mob. Dismayed by his involvement in what was threatening to become a massacre, Felix tried to get between the charging knights and a crowd of panicking women and children. Perhaps impressed by the sheer senselessness of Felix's heroism Gotrek intervened, slew ten of the knights and dragged Felix to safety. The two then went on a drunken binge of epic proportions. When Felix awoke the next

day he was horrified to discover that he had sworn to follow the Slayer and record his doom in an epic poem. Since that day he has followed Gotrek across the Empire and the lands of the Border Princes to the near-abandoned Dwarf citadel of Karak Eight Peaks and back.

Gotrek Gurnisson is certainly the most, or the least, successful Troll Slayer in this age of the world. His quest to find death at the hands of a worthy opponent has never been fulfilled, but in the search he has slain monsters, Skaven, Orcs, Beastmen and Goblins beyond count. He has been an outlaw in the Empire and he has fought in the Emperor's armies. Rumour has it that he was once a member of the Dwarf Engineers Guild, but Gotrek never talks about his past either to confirm or deny this. No-one knows why he shaved his head and took the Slayer's Oath and no-one has ever had the courage to ask, not even his human henchman Felix Jaegar.

Gotrek has been unsuccessfully seeking a heroic death for many years now but seems just too mighty, too tough or too lucky to die! His many adventures have taken him from Tilea in the south to Norsca in the north and across the Western Sea to the lost continent of Lustria. It is rumoured that in the early days of his wandering he ventured into the Chaos Wastes and returned with his axe. This weapon may be one of the reasons Gotrek has lived so long. Its power rivals that of the legendary Axe of Grimnir born by the Dwarf High King Thorgrim Grudgebearer. No Runesmith has been able to decipher or duplicate the ancient runes upon the axe's blade. No foe has ever been able to withstand its killing power. Since acquiring the axe Gotrek has become all but invincible in battle. The Trollslayer lost his eye holding the gate of Fort Diehl single-handed against an entire tribe of Goblin wolf riders.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Gotrek	3	8	6	4	5	3	5	4	10
Felix	4	6	5	4	4	2	5	3	8

GOTREK'S WEAPONS: Gotrek is armed with his double-handed rune axe.

MAGIC ITEMS: The only magic item Gotrek carries is Gotrek's Rune Axe. Details for this weapon are included in this book.

SPECIAL RULES

Gotrek is subject to all the normal rules for Slayers, except that he always fights alongside Felix Jaegar. He may never join or lead a unit. In addition, he is affected by the special rule of *Gotrek's Doom*. This is described after Felix, as it affects both characters.

FELIX'S WEAPONS/ARMOUR: Felix is armed with a magic sword and light armour.

MAGIC ITEMS: Felix Jaegar carries a Blade of Leaping Bronze which gives him +2 extra Attacks.

SPECIAL RULES

Felix must always fight alongside Gotrek and neither may join or lead a unit while Gotrek lives. While Gotrek is alive Felix shares his immunity to psychology and break tests. Should Gotrek be slain Felix may join or lead units as normal. While Gotrek is alive Felix is affected by the rules for *Gotrek's Doom* as described below. Should Gotrek be slain these rules cease to apply.

GOTREK'S DOOM: Time and again Gotrek has cheated death. Time and time again he has survived situations that no mortal should have survived no matter how strong, tough, lucky or skillful. It would seem that fate, Dwarf gods or some other power is preserving his life for a mighty doom indeed. To simulate this, whenever Gotrek or Felix take a wound under any circumstance whatsoever roll a D6. If the result is 4 or more then ignore the wound: the blow was turned at the last second, the character just managed to throw himself clear of the explosion, a freak gust of the winds of magic dissipated the spell, whatever. The doom also protects the pair from magic. On a roll of 4+ any hostile spell which would otherwise harm them fails to do so. Note that the save against magic only saves Felix or Gotrek, it does not dispel the spell. The spell might still affect other models nearby if appropriate.

Oddly enough, Gotrek's Doom seems to mean that the heroes can never settle happily, keep any possessions or even earn much money. They are destined to wander till whatever their allotted fate is overtakes them. Because of this the two have difficulty holding on to any possessions at all. The only magic item Gotrek is allowed to possess is his axe, and the only magic item Felix can have is his sword. The doom also ensures the two are never separated, so they always fight together.

HIGH KING THORGRIM

GRUDGE BEARER 160 points

- + 50 points Great Book of Grudges
- + 140 points Throne of Power
- + 75 points Armour of Skaldour
- + 75 points Dragon Crown of Karaz
- + 125 points Axe of Grimnir

Thorgrim is the descendant of the most ancient and noble of all Dwarf Lords. The very blood of Grungni flows in his veins and the wisdom of Valaya sits upon his beetling brow. The High Kings have kept the Great Book of Grudges, the oldest and most important of the many Books of Grudges which exist throughout the Dwarf realms. This book, known as Dammaz Kron, recounts all the ancient wrongs and deeds of treachery perpetrated against the Dwarf race. Its pages are written in the blood of High Kings, and its tattered parchment is much thumbed and studied.

Occasionally, the Dwarfs have the opportunity to set right some ancient wrong, in which case the High King has the satisfaction of striking out the record in the book. This hardly ever happens as, when it comes down to it, Dwarfs much prefer to hold a grudge rather than let bygones be bygones. Even grudges which have been crossed out can still be read and are never forgotten, but fondly recalled together with the story of how vengeance was finally

exactred. Dwarfs are very good at bearing grudges, and Dammaz Kron recounts many episodes of the infamy of other races and of the gods themselves. The Dwarf language has no word for forgiveness, but many subtle variations on revenge, recompense and retribution.

Since an early age Thorgrim has dreamed of avenging his people and perhaps, one day, to put aside the Great Book of Grudges by striking out every single grudge it contains. Such a thing would be impossible even in a thousand lifetimes, but Dwarfs are determined folk and once their mind is made up they are obstinate. The Great Book of Grudges is Thorgrim's constant companion. He keeps the book by his side night and day, sleeping with its gnarled old pages beneath his pillow, and carrying it about with him in his waking hours. He has managed to strike out several long-held grudges, including winning recompense of 1000 gold pieces from the Burgomaster of Altdorf for damage done to the reputation of Borin Bullroarer during the Great Altdorf Stampede.



When Thorgrim goes to war, which is often, for there are many dark deeds of infamy to avenge, he carries the Great Book of Grudges with him. He is borne aloft on the Throne of Power by his four sturdy throne bearers, and brandishes aloft the Axe of Grimnir. Atop his brow he wears the Crown of Karaz-a-Karak.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Thorgrim	3	7	6	4	5	3	5	4	10

WEAPONS/ARMOUR: Thorgrim is armed with the Axe of Grimnir and wears the Armour of Skaldour, both of which are magic items as described below.

MAGIC ITEMS: Thorgrim is armed with the Axe of Grimnir, and wears Skaldour's Armour. He wears the Dragon Crown of Karaz upon his brow, and carries the Great Book of Grudges.

SPECIAL: Thorgrim may ride on the Throne of Power accompanied by four throne bearers, see the separate rules in this book for details.

SPECIAL PSYCHOLOGY: Due to his extreme devotion to the cause of vengeance Thorgrim *hates* all enemy, no matter who they might be. He is therefore affected by the rules for *hatred* given in the Psychology section of the Warhammer rulebook. The same rules apply to the throne bearers that carry Thorgrim's Throne of Power. Note that the throne bearers are only affected by hatred because of Thorgrim's presence. Should the throne be used to carry some other Dwarf king, or should Thorgrim be slain, this rule does not apply.

JOSEF BUGMAN .. 111 points+ 40 points **Weapon Runes**+ 50 points **Rune Tankard**

Josef Bugman was the most famous Dwarf Master Brewer of all time. To a Dwarf the art of brewing is a skill as worthy as that of the greatest artisan. All Dwarfs drink vast quantities of ale, and enjoy nothing better than a raucous evening drinking and singing. There are many famous Dwarf ales, and many renowned brewers, but the name of Josef Bugman stands as a paragon of quality. His family originally came from the Dragonback Mountains, and was driven northwards when the mines at Ekrund fell to the Orcs. Some of the Dragonback Dwarfs moved into the Grey Mountains where they founded new strongholds. Later some of these Dwarfs moved into the Empire where they set up as craftsmen and smiths alongside men.

Josef Bugman's father Zamnil set up in the family trade in the eastern forests of the Empire. He built a stout brewhouse beside the crystal clear waters of the river Sol where it cascades down from the foothills of the Grey Mountains. In order to sell his ale more readily in the Empire Zamnil took the name of Samuel Bugman, and when his son was born he called him Josef. If Josef Bugman ever had a proper Khazalid name (which is likely) then it is not recorded. After his father's death, Josef expanded the business and acquired a considerable reputation for the fine quality and potency of his ale. It was easy for Bugman to ship his barrels on barges down the rivers to the great cities of the Empire where it proved very popular. Soon Bugman's brewery had grown into a small Dwarf settlement and other families came from the Grey Mountains to join him.

With a few years Bugman became a prosperous brewing merchant and a reasonably contented Dwarf. With triumphs like Bugman XXXXXX and the notorious Troll Brew to his name he was already famous throughout the Dwarf realms. His small community lay well off the beaten track and was usually ignored by any armies or raiders rampaging through the region.



One day Bugman went up river with a shipment of Bugman's Special Brew for the Emperor. As he returned home he saw the smoke gently rising from his brewery among the trees and thought it was about time that the great chimney was swept. When his barge rounded the bend of the river, Bugman saw the smouldering ruins of his settlement. A Goblin raiding party had found the brewery. All the ale had been consumed in a drunken orgy of destruction, the vats were smashed, empty



barrels floated on the river and there was no sign of any inhabitants. Every last one of them had been taken off by the Goblins to who knew what fate.

Bugman and his companions swore vengeance on the Goblins for this foul deed and resolved to hunt them down and rescue their kinfolk if they could. The band trailed the Goblins across the Worlds Edge Mountains and into the wilderness beyond. Little was heard of them again except for rumours of the ravages of Bugman and his band, of cunning ambushes and night raids on Goblin camps. Sometimes the band would suddenly emerge from the wilds, tattered and blood-stained, to join up with a Dwarf army before a great battle with the Goblins. They kept themselves to themselves, huddled around their own campfire, with a strange glint in their eyes and their hands clasped around tankards of precious ale.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Josef Bugman	3	6	5	4	5	2	4	3	10
Runic bonus				+1				+1	

WEAPONS/ARMOUR: Bugman is armed with a double-handed axe, crossbow, light armour and shield. The axe is a rune weapon, as described below.

MAGIC ITEMS: Bugman is armed with a double-handed rune axe bearing a Rune of Cleaving (+1 Strength) and a Rune of Fury (+1 Attacks). He also carries Bugman's Tankard, a unique family heirloom that has the power to restore wounds. This is described elsewhere in this book.

ENGINEER GUILDMASTER BURLOK DAMMINSON 130 points

+25 points Weapons Runes

+ 55 points Armour Runes

The Dwarf Engineers Guild is an ancient and enduring craftsguild. The craftsguilds are special clans, where fathers pass on their skills and knowledge to their sons. Burlok son of Dammin is the Guildmaster of the entire Engineers Guild, the leader and most important Dwarf in the entire Guild. It is the engineers who make the pumps and engines which keep the Dwarf mines from flooding, and who construct the more technical engines of war such as the flame cannons and gyrocopters.

Engineers are very traditional in their views and take great pride in their workmanship. Dwarf machines are covered with ornate brasswork, elegant decoration, and precise engineering. Such things bring tears of joy to the eyes of Dwarf craftsmen, and Burlok is no exception in his respect. He is also a great traditionalist who discourages innovation and firmly believes that the old tried and tested ways are best. In this respect too he typifies the attitude of the Engineers Guild whose objectives are to preserve knowledge and maintain standards of craftsmanship rather than to explore new ideas. Dwarfs are not very keen on new ideas, which, as any Dwarf will tell you, always lead to trouble. Of course, some of the younger Engineers oppose this view, and sometimes come up with startling and outlandish inventions, but these outrageous individuals invariably come to a bad end.

Burlok is no longer a young Dwarf. Some of the apprentices find it hard to believe that he ever was. In fact, though it is not widely known, Burlok was something of a

rebel in his youth, and together with his equally hot-headed friend Sven Hasselfriesian engaged in all kinds of illicit innovation. Amongst their many inventions were the warpfire distillery, the surprising aerial wonder rocket, and the legendary steam radiophone. All of these inventions were discovered by Burlok's father when an experimental pressure vessel exploded blowing off Burlok's arm. Afterwards all of Sven and Burlok's devices were destroyed. Subsequently Burlok sobered up a bit and saw the error of his ways. Sven Hasselfriesian went on to invent the alcohol vapour engine and built a boat powered by it. Eventually the Engineers Guild, though tolerant, was compelled to expel the anarchic and adventurous Sven, who was forced to endure the embarrassing Trouser Legs Ritual before he was thrown out of the Guild.

Burlok has gone on to achieve great things and if he ever yearns to relive the wild and technically innovative days of his youth he certainly does not show it. During his long life he has accompanied the Guild to battle on many occasions. His left arm, lost during the massive explosion which ended his youthful exploits, has been replaced with a mechanical device. Over the years Burlok has perfected this contrivance so that it is now superior to an ordinary limb. It is this device which confers his great strength.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Burlok	3	6	1	7	5	3	4	3	10
Runic bonus									+1

WEAPONS/ARMOUR: In battle Burlok wields an ornate hammer, an elaborate and deadly version of a craftsman's hammer. He wears heavy gromril armour.

Burloks Hammer

Burlok's Hammer is engraved with the Master Rune of Swiftess (always strikes first).

Burlok's Armour

Burlok's heavy armour is engraved with the Rune of Stone (+1 save, ie save on 4+), and the Rune of Iron (+1 Toughness).

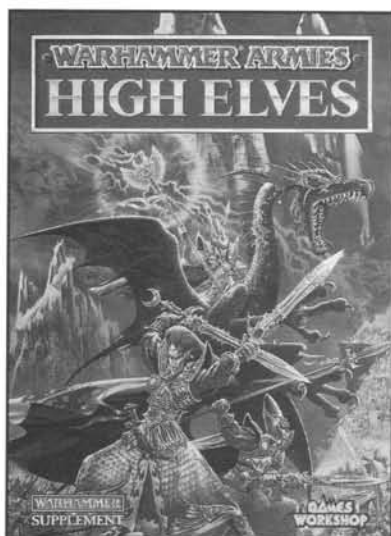


Every Dwarf family has its own horde, its own treasures and heirlooms, which represent its store of wealth. Dwarfs do not keep valuables in a bank. Indeed, the idea of giving their gold to someone else to look after would make a Dwarf go weak at the knees. Dwarfs like to have their treasure to hand, where they know where it is, but suitably well hidden from the world at large. To this end the Dwarfs have developed many useful runes of concealment. They are also uncommonly good at making hidden doors, secret passages, and impossible to find drawers or compartments. Of an evening, just before the family retires, a popular Dwarf pastime is that of counting the family's money in front of the fire. Having spent a few happy hours fondling their wealth, the Dwarf family retires to bed satisfied, knowing that they can sleep peacefully with their treasure safely hidden away.

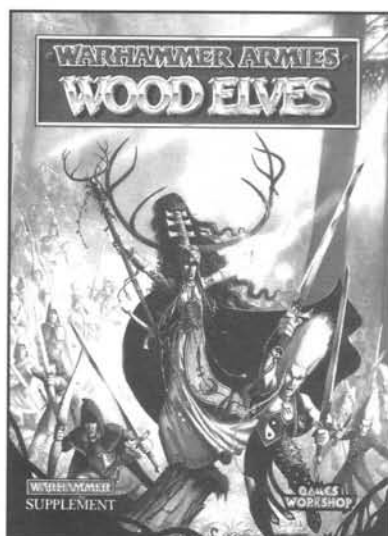
WARHAMMER®



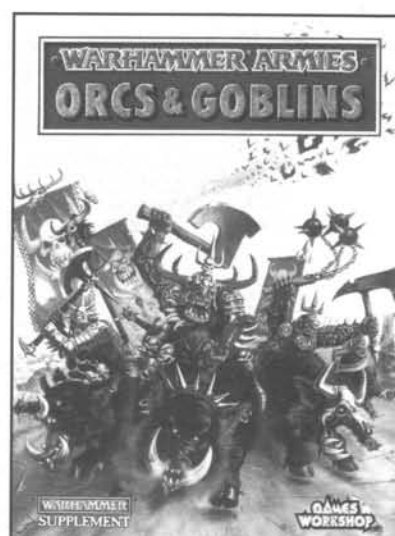
In Warhammer - the game of fantasy battles - mighty armies clash in mortal combat. This boxed set contains all you need to get started in the Warhammer hobby, including rulebook, Battle book (detailing the myriad fantastic races and creatures which populate the Warhammer world), card templates, quick reference cards, dice and two superb sets of finely crafted plastic Citadel miniatures.



High Elves are the most powerful sorcerers and warriors in the Warhammer world. This indispensable Warhammer supplement describes the land of Ulthuan and the armies of the High Elves in detail.



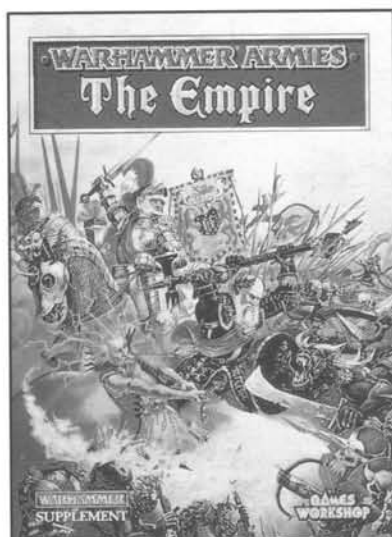
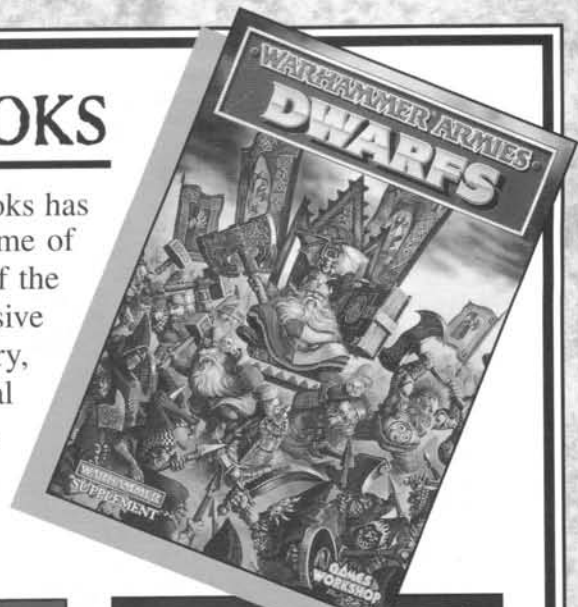
Wood Elves protect their forest realm against all intruders. This Warhammer Armies book describes the defenders of Athel Loren and includes a detailed history of these guardians of the forest.



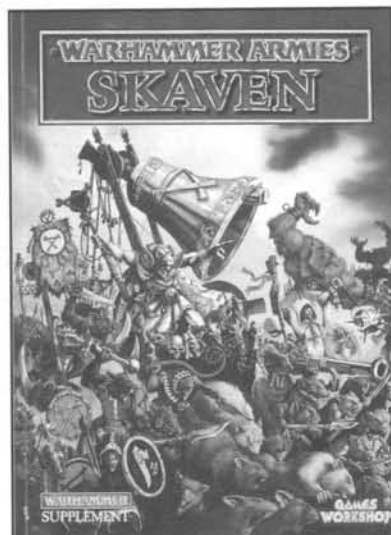
Orcs and Goblins wreak havoc amongst the realms of men. This invaluable companion to the Warhammer game of fantasy battles describes the armies of Orcs and Goblins in complete and colourful detail.

WARHAMMER® ARMIES BOOKS

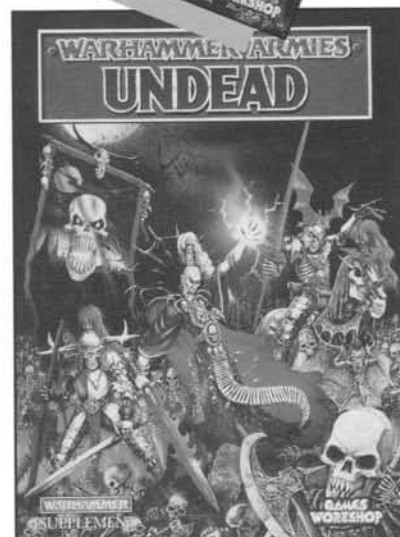
The ever-expanding series of Warhammer Armies books has been designed to complement Warhammer - the game of fantasy battles. Each book deals exclusively with one of the major races of the Old World, and contains extensive background and history information, maps, bestiary, special rules, war machines and colour 'Eavy Metal pages. At the heart of each book is a complete army list, including a selection of special characters, which enables you to select your forces and assemble your army ready to take on your enemies.



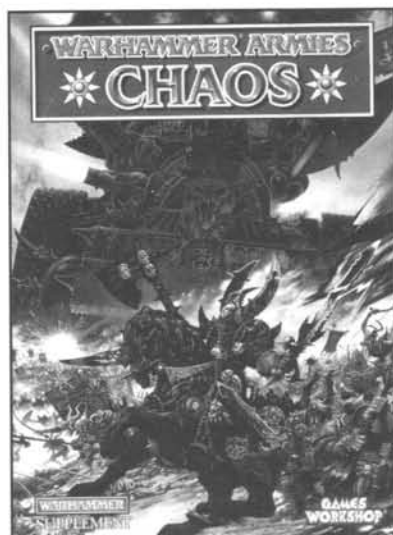
The Empire is the largest realm in the Old World. This volume describes the lands and history of the Empire, and details its troops and mighty war machines.



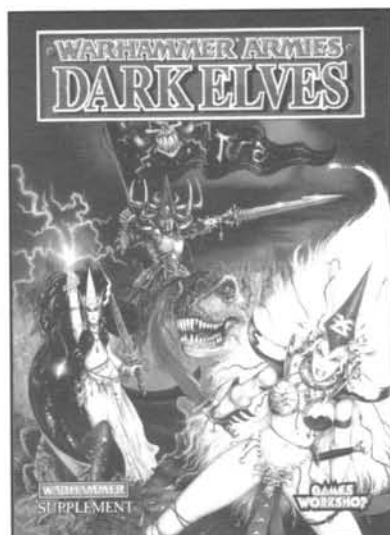
The vile and malevolent Skaven spread decay from their sprawling capital of Skavenblight. This armies book describes the history and armies of the evil Skaven.



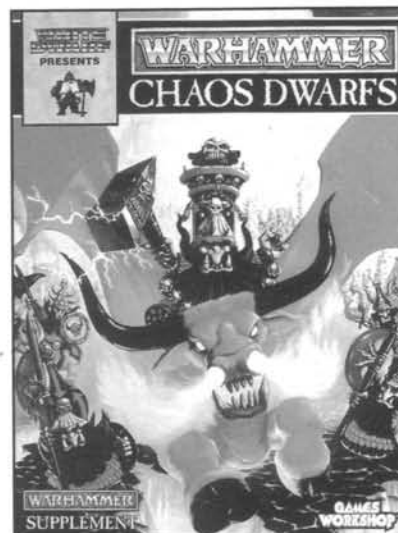
The Undead hate all living creatures, and are terrible and tireless foes. This volume describes the armies and heroes of the dead, including the great Necromancer Nagash.



Warhammer Armies Chaos is a boxed set containing a complete 88 page rulebook in addition to over a hundred cards detailing spells, chaos gifts and rewards.



In the far north, Malekith the Witch King gathers his forces and plots his invasion of the Old World. This book describes the history and troops of the Dark Elves.



Chaos Dwarfs are the foul inhabitants of the Dark Lands. This book is a compilation of Chaos Dwarf articles from White Dwarf magazine, including a full army list.



CITADEL® MINIATURES

WARHAMMER FANTASY RANGE

There is a huge range of Citadel Miniatures available for your Warhammer games. Each army is fully represented with all the troop types you could need. This massive range is available in boxed sets and blister packs which is an easy way to build up your

own army. Many people start off with a small force adding more models as they go along. The range of Citadel Miniatures available are shown in the current catalogue called the Citadel Annual. Details of all new releases can be found in White Dwarf, the monthly Games Workshop magazine.

These are just a few of the wide range of Citadel Miniature boxed sets available for Warhammer. Whether you need some mounted troops or a special character model, the choice is large. New boxed sets are being released all the time, so keep an eye on White Dwarf for more information on new releases.

Collecting your own army is easy. Games Workshop products are available all over the world. You can find them in our own stores and through specialist hobby stores who stock Games Workshop games and miniatures.

If you have any difficulty in finding exactly what you want, you can contact us at these addresses where we'll be more than happy to help.

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NSW 2020, Australia.
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Games Workshop
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Mississauga, Ontario,
Canada, L5T 1R3.
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COLLECTING A DWARF ARMY

The Dwarfs are one of the toughest and most dangerous Warhammer armies. The best way to start a Dwarf army is to recruit the core units first. These are the basic regiments which form the backbone of the army. These can be expanded later by adding more troops to enlarge the force.

It's a good idea to collect the army in small, manageable steps. An army of around 1,000 points is a good starting point, since it is small enough to assemble and paint quickly and still gives you a battle-worthy force. It is a simple matter to enlarge the army later on.

The first 1,000 points should include at least one or two core units of the army. These can readily be built up using the plastic boxed sets and a few blister packs, especially command groups and characters.

As well as the core units it is necessary to choose a General, as every army must have a General to lead it. The General is the only model which *must be* included in the army. Once the core units and General are in place, it is time to consider some of the more exotic

regiments available to the Dwarf commander.

Another alternative is to continue to expand any of the core units by adding more rank and file troops. A standard bearer, musician and

champion not only improve the appearance of the unit but also add considerably to its fighting power.

The Warhammer roster sheet on the facing page shows a 1,000 point army worked out in the manner described above. Each unit is described in more detail on the following pages.

This is an army which is very typical of the Dwarfs and could well be the army of a small clan or stronghold. It includes the General, a core unit consisting of the plastic boxed set and other core units. As well as being the starting point for a bigger collection, the army is also a self-contained tactical force including enough units and characters to make it ready for battle straight away against any equivalent-sized army.



A 1,000 point Dwarf army ready for painting

WARHAMMER ROSTER SHEET

THRUNG'S DWARF ARMY

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
THRUNG 'the Hard' Lord of Karak Grom Dwarf General, hammer, heavy armour, shield.	3	7	6	4	5	3	5	4	10	4+	Any unit within 12" may test against Thrung's Ld	164
BATTLE STANDARD Sword, heavy armour, shield.	3	5	4	4	4	1	3	2	9	4+	Any unit within 12" may retake a failed Break test.	102
12 SLAYERS Axe in each hand (two hand-weapons)	3	4	3	3	4	1	2	1	9	none	Unaffected by psychology except hatred of Orcs and Goblins. Slayer skill.	132
SNORRI 'Blood axe' Dragon Slayer Double-handed axe	3	6	5	4	5	2	4	3	10	none	Unaffected by psychology except hatred of Orcs and Goblins. Slayer skill.	138
15 WARRIORS Hand weapons, light armour, shield.	3	4	3	3	4	1	2	1	9	5+	Including leader, standard bearer and musician	177
12 Thunderers with light armour, hand weapons and hand guns.	3	4	3	3	4	1	2	1	9	6+	May not move and fire. 1 turn to reload. Range 24", S4, -2 armour save.	156
1 Flame Cannon					7	3					Max guess 12", S5, D3 W Use flame template.	
3 Crew armed with hand weapons.	3	4	3	3	4	1	2	1	9	none		119

TOTAL

988

THE GENERAL

Most players like to give their General a name, inventing some suitable and individual title for their army's commander. For our example a model has been chosen to represent a Dwarf Lord. We have named him Thrung 'The Hard' and imagine that he is just the sort of character who might be found in charge of a small beleaguered stronghold in the mountains. He is well armed as befits the head of a clan, though he is not a rich Dwarf – after all, he only commands 1,000 points at the moment.

A Dwarf Lord with ambitions to power and everlasting fame needs a

battle banner for his troops to rally around when they are in a tight spot. The banner represents the General's own standard which might bear his personal device and perhaps the odd magic rune as well!

Runes are a potent form of magic which is unique to the Dwarf race. A rune which can dispel enemy spells would seem to be a good idea; Thrung needs to give his small force as much protection as possible! We have chosen not to include a rune at the moment. A brave Dwarf champion is given the task of bearing the banner and never allowing it to fall into enemy hands.



DWARF COMMAND GROUP BLISTER PACK

PROFILE	M	WS	BS	S	T	W	I	A	LD
General	3	7	6	4	5	3	5	4	10
Standard Bearer	3	5	4	4	4	1	3	2	9



A MUSICIAN, THE ARMY GENERAL AND OUR BATTLE BANNER BEARER



STANDARD BEARER



MUSICIAN



CHAMPION



CHAMPION



STANDARD BEARER

THESE ARE JUST A FEW OF THE WIDE VARIETY OF DWARF COMMAND MINIATURES AVAILABLE

For the General and the battle banner bearer we only needed a single 'Command Group' blister pack. The leader becomes Thrung and the standard bearer becomes the battle banner bearer. The musician is spare but can soon find a place in one of the core units which we will be raising.

Although model standard bearers come with a suitable banner pole it is necessary to make your own banner or flag from paper, or to use one of the pre-coloured designs available in their own separate blister packs. You will find many interesting designs elsewhere in this book which you copy, photocopy or adapt as you wish.

DWARF WARRIORS



PLASTIC DWARFS BOXED SET AND TWO DWARF BLISTER PACKS, INCLUDING A COMMAND GROUP.

The quickest way to gather a lot of warriors is to go for the plastic boxed set. One box and two blister packs will give us a unit of 15 warriors. This is a hefty battle unit straight away. It can fight in three ranks and will be difficult to shift! All that is needed to complete the unit is a standard bearer and musician. We already have a musician left over from the initial command pack, so in he goes.

With another command blister a standard bearer and a leader can be added to the unit, further increasing its combat effectiveness.

Ultimately, it is worth considering adding a Champion model either to replace the existing leader or to fight alongside him. Champions with their magic weapons and superior fighting abilities considerably enhance a unit's potency in battle.

Other units worth considering for a big core unit are Hammerers, Longbeards and Iron Breakers. These are all first class troops worthy of any army. However, for these we would have to go for metal models increasing the initial cost of the army. On the other hand, the General of a small clan of 1,000 points is unlikely to start with troops which are more fitting for a Dwarf king. These troops are expensive in points (which in Dwarf terms means they like being paid in gold not just in ale!). A less costly alternative might be to hire Slayers.



ASSEMBLING A BOXED SET OF PLASTIC DWARFS

Banners and shield designs provide a great opportunity to give each unit its own colourful identity. Dwarf banners are available from your local Games Workshop stockist, although you could have a go at painting your own using the ones shown in this book as a guideline.



AN EXAMPLE OF A TYPICAL DWARF BANNER

PROFILE	M	WS	BS	S	T	W	I	A	LD
Dwarf Warrior	3	4	3	3	4	1	2	1	9



A UNIT OF DWARF WARRIORS INCLUDING LEADER, STANDARD BEARER AND MUSICIAN.

TROLLSLAYERS



TROLLSLAYER BLISTER PACK

What Dwarf General would pick a fight without taking some Slayers with him? Slayers don't care about anything. They don't run away in battle, for indeed they are unaffected by psychology and cannot be broken from hand-to-hand combat. They fight to the bitter end. Furthermore, their axe-work is second to none!

A Slayer unit is certainly one which you would want to enlarge as you expand the army. Indeed will you be able to stop them turning up at the

stronghold gates offering their help! A modest unit of Slayers is a good addition to a small 1,000 point starting force. Twelve Slayers provides a good sized unit and is extremely cost effective at only 132 points. This unit can be raised with the purchase of only three blister packs.



PROFILE	M	WS	BS	S	T	W	I	A	LD
Trollslayer	3	4	3	3	4	1	2	1	9
Dragon Slayer	3	6	5	4	5	2	4	3	10

Slayers can include as many Champions as you like. Slayers can also include differently armed warriors. This will make the unit particularly awesome in battle, especially if they all have rune weapons (doubtless family heirlooms of inestimable value).

We have added a Dragon Slayer to the unit straight away and picked a suitable model with a big axe! As a Champion it is only right that we choose an appropriately impressive name for him and so Snorri 'Blood Axe' is born!



TROLLSLAYER



TROLLSLAYER



GIANT SLAYER



DRAGON SLAYER



DAEMON SLAYER

Although Slayers seek heroic death, they don't always find it straight away. A Slayer may kill many trolls, giants, dragons or even a daemon or two before he meets his end and wins undying fame in the sagas. Every time he emerges alive from mortal combat with one of these foes he wins renown. Slayers who have not only slain a troll but felled a giant as well become Champions among Slayers, and are known as Giant Slayers. Yet more renowned are those who have killed a dragon and earned their title of Dragon Slayer. Mightiest of all are the Daemon Slayers. As we expand our unit of Slayers we can include one or more of any or all of these characters just by buying a blister pack now and again. So our unit can grow much as a real Slayer regiment does. As the regiment earns fame in battle, so more Slayers flock to join its ranks.



A UNIT OF TROLLSLAYERS
LED BY SNORRI 'BLOOD AXE'



THUNDERERS



DWARF THUNDERERS BLISTER PACK

A useful core unit in any army is a unit of missile troops. The Dwarf army has two choices of

missile troops: Crossbowmen and Thunderers. Both have their advantages. Crossbows have range and hand guns have the punch against armoured troops. Hand guns can also be used in two ranks, if one rank steps forward through the other rank while they are reloading. Both troop types may not move and fire. We felt that Thunderers have the edge in small numbers, especially if you are planning to get in close to the enemy. The Slayers and Warriors are going to do this and will need some close support. The Thunderers are the ones to deliver the volleys they need to help them shift the stubborn foe! A unit of 12 Thunderers can be made up with just three blister packs. They could be immediately reinforced with a



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



A UNIT OF THUNDERERS



THIS IS A SMALL SELECTION OF THE WIDE VARIETY OF THUNDERER MINIATURES AVAILABLE

DWARF FLAME CANNON

The Dwarf army can choose from several very effective war machines. What Dwarf General would forgo the chance to include such a useful device? For just a fistful of gold and a nod to a member of the Engineers Guild, the army gains the firepower to flatten the biggest mob of Goblins and the proudest enemy characters.

A gyrocopter could have been chosen at this stage, which would have provided a combination of firepower from the steam cannon and mobility,

which is something a Dwarf army otherwise lacks. Instead we opted for the Flame cannon. This is a particularly good example of the Dwarf Engineers' skill. It is also a very dangerous weapon. Like the Thunderers it provides good close support and so works well with the other units in our small force. As you might have guessed by now, this is not an army to hang back! Thring needs to win fame and renown and there is only one way to do it!



The Dwarf Flame cannon is available as a boxed set which contains several pieces. The model requires assembly, this is actually quite straightforward, but have a few dry runs before gluing the components together. We recommend you use Citadel superglue to stick the parts together.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Flame Cannon crew	3	4	3	3	4	1	2	1	9



FLAME CANNON
BARREL BOTTOM



FLAME CANNON
BARREL TOP



FLAME CANNON
MUZZLE



FLAME CANNON
WHEEL



FLAME CANNON
WHEEL



FLAME CANNON
SWABBER



FLAME CANNON
MASTER GUNNER



FLAME CANNON
LOADER



FLAME CANNON
REAR BASE



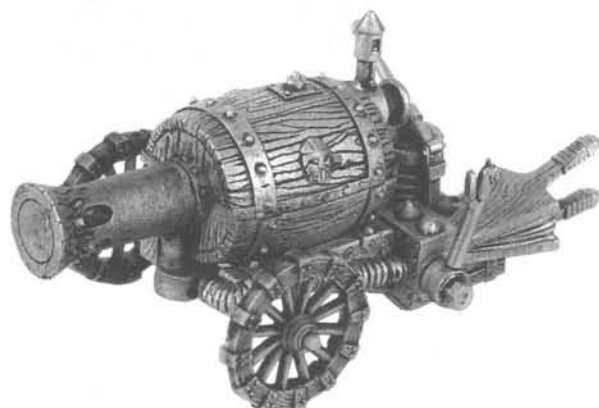
FLAME CANNON
FRONT BASE



FLAME CANNON
WHISTLE



FLAME CANNON
INSTRUMENT PANEL



ASSEMBLED FLAME CANNON



FLAME CANNON
PUMP



FLAME CANNON
BELLOW



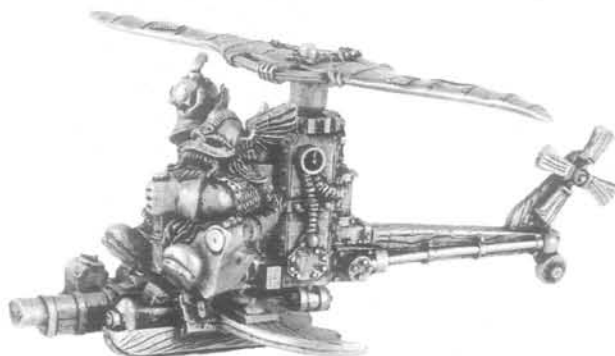
FLAME CANNON
LEVER

ENLARGING THE ARMY

After gathering 1,000 points and fighting several battles, you will have your own ideas about how to expand the army. The best way to learn about any army is through hard battle and bitter experience! Maybe

one unit needs to be made much bigger, maybe your army could benefit from another unit of missile troops, perhaps one unit needs a champion to lead it. One of the great advantages of starting to play with a

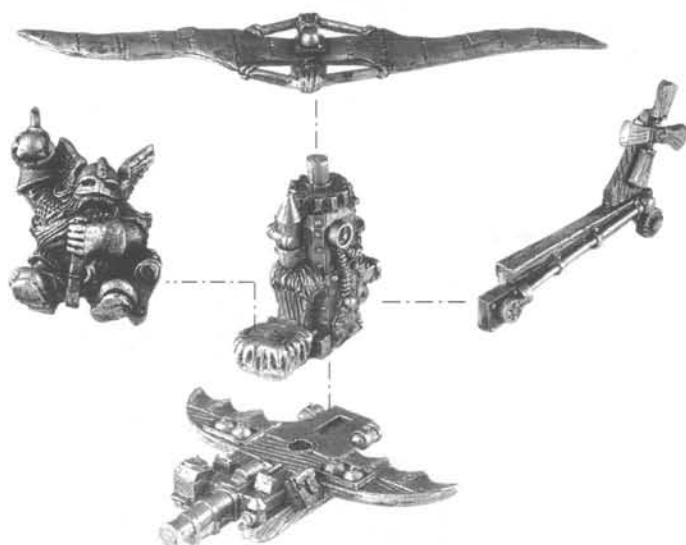
basic force of 1,000 points is that you can gain an insight into all the tactical strengths and weaknesses of the army compared to other armies and use this knowledge to raise the right kind of reinforcements.



DWARF GYROCOPTER



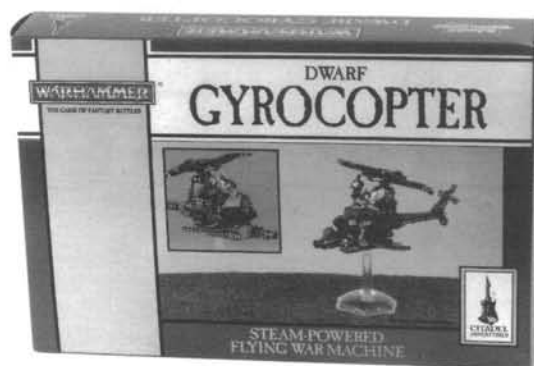
PROFILE	M	WS	BS	S	T	W	I	A	LD
Gyrocopter	24	-	-	6	7	3	-	-	-
Pilot	3	4	3	3	4	1	2	1	9



GYROCOPTER CONSTRUCTION

"Bombs awaaaaaaaaaaaaaaaaay!"

Thurgad Dokdal – Gyrocopter pilot at the battle of Bryn's Crag.



DWARF GYROCOPTER BOXED SET

GYROCOPTER

The gyrocopter is a very handy device for the Dwarf army since it can move fast and strike hard at the foe long before the rest of the Dwarfs can get at them with their axes and hammers. This makes up for the Dwarf lack of mounted troops

and brings anything that the enemy may be hiding at the back under threat of attack. It is a particularly useful addition to a small Dwarf army and so we have chosen one as part of the first batch of reinforcements for the army. As the

army expands, we could add another one or two of these to build up a powerful striking force. The gyrocopter is however, quite vulnerable and requires a great deal of tactical skill to use it to its full devastating effect.

MINERS

As the army grows, so more units of rock hard Dwarfs will be called for. The core of the army must expand at the same rate as the specialist sections or it will not stand up to the long, hard grind of battle!

The choice before us includes more Warriors, Hammerers, Longbeards, Iron Breakers, more Slayers or Miners. In this case we have decided to go for a different regiment before expanding any of the existing units. We have done this as much to add more colour and individuality to the

army as for tactical reasons, although the miners do allow us to add a much needed unit with double-handed weapons.

Dwarf Miners are both interesting and effective, since they wield double handed pick-axes and wear heavy armour. A good, solid unit of 12 Miners can be collected using only two blister packs and a command pack. Alternatively we could opt for a larger unit of 15 models and use three blister packs and a command pack.



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

Dwarf Miners played a major role in the dark days before the fall of Karak Ungor. As the Night Goblins steadily infiltrated the vast network of tunnels under the Dwarf hold, patrols of Dwarf miners were sent out to roam the dank passageways. Many Night Goblin raiding parties were destroyed by these brave tunnel fighters, crushed by cunningly constructed rock falls or trapped by carefully timed cave-ins.

The Night Goblins began to fear the twisting passageways, expecting to be smashed to jelly by a stout Dwarf pick at every turn, or sealed into tunnels as grinning Dwarfs smashed the pit props around them. Their valiant actions bought valuable time for the defenders, allowing many of the Hold's people to escape to safety whilst their brethren battled in the dark tunnels under the mountains.



DWARF MINER



DWARF MINER LEADER



DWARF MINER
STANDARD BEARER



DWARF MINER MUSICIAN

CHARACTERS

As the army grows bigger, first to 2,000 points then to 3,000 points it is a good idea to seek a mightier General to lead it. Thrung is a good enough fighter but he lacks the wealth of runic items that make for a Dwarf lord worthy of respect! He might end up being known as Thrung 'Lack-Runes' or something! There are three options open to us. One is to give Thrung more runic items as the army enlarges. Another option is to introduce a new and greater



character as General and relegate poor old Thrung to be a mere Hero. This would represent Thrung joining a bigger army with his followers, so the army becomes bigger. The third option is to use one of the special characters as the General, which represents Thrung joining the army of a famous Dwarf lord of legend. This would be a good option when the army expands to 3,000 points or more.



KRUNG 'THE RICH'

It's fun to create a new character so we shall create a new General for our army as it grows to 2,000 points. Thrung will have to become a Hero and so we continue to use the same model but change his profile and put him with a unit in battle. We might imagine he has joined the army of the highly successful Krung 'The Rich' who has persuaded Thrung to

relinquish command by bribing him with as much ale as he can drink. Krung is a Dwarf Lord and like all Lord characters, he is entitled to three magic items. It is a good idea to choose the full quota of three rune items for the army's General, because he needs to be the most powerful fighter in the whole army as well as its leader. A good rune choice will probably be a weapon rune, an armour rune and a talismanic rune. Three powerful runes to turn him into a deadly opponent!

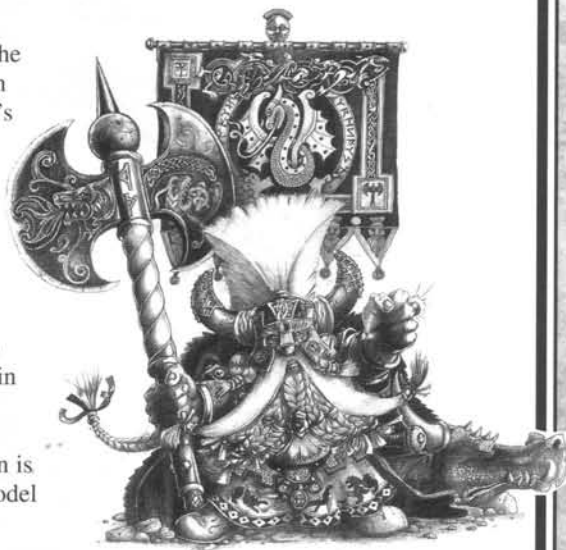
PROFILE	M	WS	BS	S	T	W	I	A	LD
Krung The Rich	3	7	6	4	5	3	5	4	10

UNGRIM IRONFIST SLAYER KING OF KARAK KADRIN

Imagine that many battles have been won and lost and its time to expand the brave Dwarf army to 3,000 points as it rightly deserves. However, the reputation of the army is such that neither Thrung nor Krung feel they can lead it as General any more! Let us suppose the warriors have elected (during a serious drinking session) to follow a new leader. Thrung and Krung have agreed to become Heroes in the service of this mighty newcomer. Their profiles have been adjusted and poor old Krung has had to give up a rune! The army is now under the command of the renowned Ungrim Ironfist, Slayer King of Karak Kadrin.

What actually happened was that after the drinking the army marched off to Karak Kadrin, battered on the door and called out to Ungrim "We've come to join you," and Ungrim said "It is good and fitting

for such warriors as you to follow a great and mighty lord like me!" Overcome with tears of loyalty, Krung gave his rune buckle to the first Dwarf maiden he met when the gates were opened. But that's enough of the legend that we're making up about our army. On a more mundane note; Ungrim is just right as a General for our 3,000 point army because he is a very powerful character model with good runes. Undoubtedly it was the growing number of Slayers in our army which prompted the choice of Ungrim as ultimate General. Actually the real reason is that Ungrim is a magnificent model to paint!



PROFILE	M	WS	BS	S	T	W	I	A	LD
Ungrim Ironfist	3	7	6	4	5	3	5	4	10
Rune bonus					+1				

THE RUNESMITH



Runesmiths are extremely ancient and very powerful Dwarfs indeed. The Dwarf Lord of a stronghold with aspirations to fame and fortune will not get very far until he has recruited a Runesmith. The Runesmith is a sensible choice when the army has become quite big, around 2,000 points or more. You will probably want to include an Anvil of Doom for him as well as this considerably enhances his power.

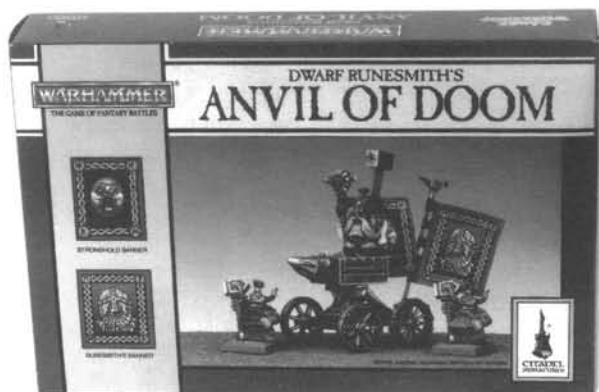
As your army increases and you take on opponents with bigger armies you will inevitably encounter the most awesome and magical characters they can send against you. This is



RUNELORD KRAGG THE GRIM

PROFILE	M	WS	BS	S	T	W	I	A	LD
Runesmith	3	6	4	4	5	2	3	2	9
Master Runesmith	3	7	5	4	6	3	4	3	10
Rune Lord	3	8	6	5	6	4	5	4	10

when the power of the Runesmith and his Anvil becomes vital. Dwarfs are naturally resistant to magic but the presence of the Anvil makes them even more so.

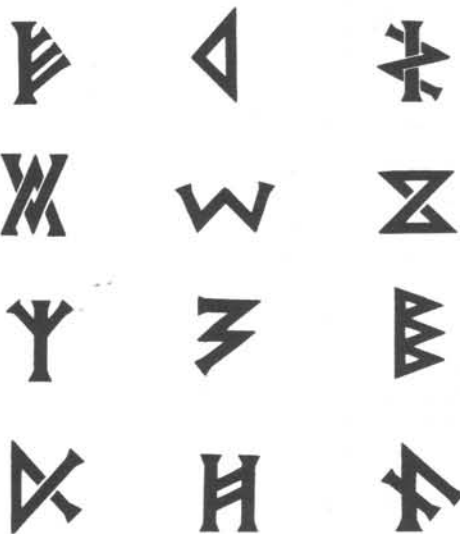


DWARF ANVIL OF DOOM BOXED SET



DWARF RUNES

Dwarfs are expert craftsmen renowned for making magic weapons, armour and all kinds of other artifacts. The magic is put into a weapon or other item by means of one or more powerful runes. Only Runesmiths are able to forge rune weapons which are handed down within Dwarf clans for generations, and are often entombed with their owners. Such weapons are highly sought after by both Dwarfs and other races the world over, and Dwarfs often set out on expeditions to reclaim weapons ransacked from the tombs of their ancestors.





BUGMAN'S DWARF RANGERS



When his ancient brewery was destroyed by Goblins, Josef Bugman and his companions vowed to hunt down and slay the perpetrators and still pursue their quarry to this day. Josef Bugman's Dwarf Rangers are a fine addition to a Dwarf army, bringing a deadly combination of crossbows and double-handed axes to the battlefield as well as the most famous Dwarf Brewmaster of all time.



JOSEF BUGMAN

PROFILE	M	WS	BS	S	T	W	I	A	LD
Josef Bugman	3	6	5	4	5	2	4	3	10
Dwarf Ranger	3	4	3	3	4	1	2	1	9



BUGMAN'S DWARF RANGERS

Josef Bugman is a good mid-level character who isn't too expensive even with all of his magic items. Combined with a unit of ten or so of his famous Dwarf Rangers, you can produce a stalwart unit of missile

troops ideal for holding a flank. The unit is available as a boxed set consisting of Josef Bugman, a Champion, Musician, Standard Bearer and seven troopers. You can boost the size of the unit with blister

packs of troopers if you wish when you have the points available.

A Dwarf never thinks so clearly nor so decisively as when he has drunk a copious draught of refreshing Dwarf ale. Indeed, the more he drinks the more decisive and more clear-headed he becomes. It is common knowledge that no Dwarf worth his salt would make any important decision stone cold sober, and the more vital the decision the more ale must be consumed before a conclusion can be reached.



BUGMAN'S
TROOPER



BUGMAN'S
CHAMPION



BUGMAN'S
STANDARD BEARER

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TOTAL



DWARFS PREPARE TO WREAK VENGEANCE ON AN ADVANCING ORC HORDE

WARHAMMER® ARMIES

DWARVES

For thousands of years the great Dwarf Empire has endured amongst the World's Edge Mountains. Centuries of war and conquest have hardened the Dwarfs and moulded them into the finest warriors anywhere. Countless battles against the Orcs, Goblins and Skaven have embittered their hearts and sharpened their thirst for revenge. This invaluable companion to the Warhammer game of fantasy battles describes the armies of the Dwarfs in complete detail.

WAR AND CONQUEST

A history of the Dwarfs from the glorious days of the Ancestor Gods to the constant warfare of present times. The Dwarf realms are described together with their many strongholds and mines, and the subterranean Underway which links them together. A section covers the Dwarf runic script and provides a description of their ancient language of Khazalid.

SPECIAL RULES

Complete game rules are provided for all Dwarf war machines and warriors including the Flame Cannon, Organ Gun, Slayers and Runesmiths. A complete new magic rune system is described allowing Dwarfs to build their own powerful magic weapons, armour, standards, war machines, and talismans.

ARMY LIST

A complete army list for the Dwarf army including Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, and more warriors and war machines. A full list is provided for Dwarf heroes past and present, including Ungrim Ironfist the Slayer King of Karak Kadrin, Thorgrim Grudgebearer the High King of Karaz-a-Karak, the renowned Slayer Gotrek Gurnisson and more besides.

BATTLE AT THE GATES OF KARAK EIGHT PEAKS

A scenario in which Lord Duregar leads an army of Dwarfs southwards to the aid of Karak Eight Peaks only to find himself surrounded by Night Goblins and Orcs at the very gates of the ancient stronghold. Will the mighty Dwarfs be submerged in a green tide or will the King of Karak Eight Peaks reach him in time and save the day!

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