

Female Dwarven Lore



The Dwarfs are fundamentally known as a patriarchal race. This is due in no small part to the fact that in every generation of Dwarfs, only a small minority are female, a ratio of around one or two girls in every ten births. What they don't want you know about Dwarf women could fill a library: for a start they live longer than the men, on average up to fifty years longer allowing them longer to control the males, and accrue both wealth and influence. There are even records of female Living Ancestors, known as Daughters of Valaya. The bulk of daily work and craft is undertaken by male Dwarfs, while Dwarf women are assumed to tend to the raising of the children and the running of the household - much like in the Empire of Man. It is also possible for a Dwarf hold to be run by a queen, although heavily advised against by her Council of Elders and seen as a stop-gap measure until a suitable husband can be found.

What the Dwarf males are most paranoid about keeping absolutely secret is that Dwarf women are more strong-willed than their male counterparts and are a singular force to be reckoned with in

strength and intelligence. Some Dwarf women may sit on the king's Council of Elders, but this is not common as the women of the Dwarf kingdoms traditionally work from the shadows. To the casual observer, a Dwarf woman's standing is based upon the rank of her husband, or former husband in the case of widows. However, it is entirely the other way round and it is the ambition of every proud father for his sons to marry above his station and thus increase the fortunes of the clan, both literally and metaphorically. This means that a daughter is seen as a blessing from Valaya due to the wealth accrued.

Dwarf marriage rituals are amongst the most closely guarded secrets in their whole culture, but an example found in one book of grudges is described as thus: The father of the groom pays a dowry to the bride's clan, as womenfolk are rare and thus quite sought after by amorous and ambitious Dwarfs. This dowry is traditionally calculated with a large device, the name of which roughly translates as "nuptial scales". The dowry is derived from the bride-to-be's weight, using an ancient formula based on the wealth of the clan she is from and that of the clan she is marrying into. The logic here is that a plump, healthy bride is worth more than one who is thin and malnourished. For this reason, Dwarf women are considered attractive if round of hip, wide of girth and heavy of bosom. Some Dwarf brides are feasted every day for a month or more before the official weighing in order to increase the dowry to be paid. Another reason for such behaviour is the "gartering of the girth". This ceremony is used by the oldest clans to calculate the suitability of a would-be suitor marrying into the clan. In order to ask for the Dwarf lady's hand in marriage, the suitor must be able to wrap his beard at least once around her waist, thus proving a certain degree of venerability, wisdom and good behaviour.

Regarding Expatriates

One of the discarded traditions centres on the role of Expatriate women. Unlike those working within the mountain realms, Expatriate women are free to travel anywhere outside their settlement without armed escort. Additionally, Expatriate women can seek out any of the employment opportunities available to their menfolk. In fact, almost all female Dwarf adventurers are Expatriates. But not all Dwarf women roaming the Empire are expatriates. Worth noting.

Life Beneath The Eight

It is known that three thousand years ago, Greenskins invaded the Dwarf Hold of Karak Eight Peaks, it's caverns and vaulted tunnels taken at great cost by a tsunami of Night Goblins and sharp-clawed Skaven. Now, deep within its black depths, horrors without name crawl through the old mines and nestle in those sadly forsaken places. In short order, the Night Goblins cleared all evidence of Dwarf society and settled in the ruins filling clean homes with clutter, dirt and half eaten carcasses. The skaven took to the lower reaches, breeding and squabbling in the dark.

Over time the unity of goblins and skaven collapsed, fractured and divided back into several loose tribes that split and split again, returned to their camps and nests on the surrounding mountains and dissolved into the tunnels that snaked through the rock of the Eight peaks. Skaven have long memories, advancing their technology deep in the dark places. The rats move without fear, safe in the knowledge that the goblins above will be a shield against attack while they breed the next wave of warriors and black furred assassins.

The Dwarfs have tried for many centuries to reconquer the monolithic Karak Eight Peaks with limited success until very recently. A Dwarf Lord called Belegar son of Kragnar set up a fortified bridgehead in the old citadel. Albeit the Dwarfs must live permanently under siege, they have sallied forth and gradually expanded reclaiming their domains, cleansing the upper levels of Night Goblins and other nefarious green skinned creatures. Belegar hopes to recover his roots and the entirety of the lands that once belonged to his ancestors and restore the Eight Peaks to their former glory. But Goblin tribes welcome a common enemy. They band together quickly and seem to increase the ferocity of their attacks without pause, without mercy, without end.

Unknown and unwatched, before Belegar arrived, at the far reaches of the Citadel deep within the winding corridors and pitfalls a cadre of Dwarf ladies remained true to their lore. Not seen, the female Dwarf ladies had not joined the battle as they had wisely seen which way the tide was flowing. Discretion being the better part of a Dwarf ladies armour, they sat back patiently and kept their forges lit, their hammers strong, their arms stronger and waited. Under the watchful gaze of Lady Margaret Mintsilver and the acidic tongue of Master Jeweller Tiffany Osprey the training was harsh in beauty and short in patience. The tightly sealed offshoot of Ankha Butta would not fall while they remained true to Gromril, the guild and the sacred arts of the Wise Woman.

The Wise Woman of Ankha Butta

Poring over her notebooks, Kharan Olgal flicked a look from under the low chestnut beams and bunches of drying herbs across the hesitant face of her latest apprentice. Reflected light from the large open hearth, whitewashed walls and beeswax candles caught in her eyes and gave her a look of wild well-worn intelligence. The scrubbed oak trestle table was piled high with strange substances, glittering gew-gaws, assorted lengths of fine silver chain, charms and old, but clinically clean, heavy hard backed books. The apprentice fidgeted with her orc skin apron.

Kharan shifted her imposing bulk and sighed. This one would never be wise. This one would probably turn herself into a newt. But sure as a cut beard itches she would ensure that this apprentice wouldn't end up as Troll bait and if she was fortunate would gain weight, find a husband and produce beardedlings aplenty. Held in awe by the women of the offshoot, Kharan knew what all the dangerous potions and herbal lore powders would do to the invaders of her home, she mixed and blended without mercy. She had no need for the books anymore, but they had been around her for so many years they were as much friends to her as the other women of Ankha Butta. Kharan's steely mind was a memory vault with mantraps, at no time would she relinquish their homes and hearths to the Vermintide. "Unlike the menfolk of the Eight Peaks" she thought to herself. "Right" she said suddenly, terrifying her new apprentice awake - "to work".

As the daily clatter began, Kharan took a moment to reflect: in her considered opinion the various things lurking in the shadows could continue to lurk on their merry way as long as they left her in peace to do what was necessary - in Valayas name.

Master Jewellers / The Jewellers Guild

Female Dwarfs are traditionally kept back from the battle lines, not in some misguided male chauvinist theory that they are too delicate or too rare, but because Dwarfs do not want the other races to know how downright dangerous they are. Should a female Dwarf show any aptitude towards machinery or engineering, her skills are nurtured and fed into the Jewellers Guild. Every Dwarf family hopes their daughter becomes a jeweller as the prestige is limitless. Whereas the militaristic engineers stay true to their large weapons of destruction ethos, the females make deadly needles, sharper edges, straighter arrows and then make them decorative, because who doesn't like a triple carved knot dressed with rubies on the handle of their favourite battle hammer? If you want to gain political power, rise up the Dwarf hierarchy then a good match is essential. Only a daughter can provide this. Male offspring can provide honour, but for true power, you had better have a daughter and one in the Jewellers Guild is even better.

Master Jewellers use a wide variety of highly personal measuring and carving tools, many of them made specifically for a single purpose. Apprentices work for centuries aiming to become a true master, create a new tool and then be listed in the Jewellers Guild tomes next to the famous artisans of two millennia of Dwarf craftsmanship. This art is the most secret of all the Dwarf kingdoms, reporting to the queen of the Dwarfs alone, the master jeweller of each hold is unknown to most of the dwarfs and moves amongst them in total anonymity allowing her to be key to an intelligence network that keeps Dwarf society together. She sews alliances, creates strong political binds and weeds out the unworthy.

The Jewellers guild is held in reverential fear, even surpassing that of the famous Dwarf Engineers in Dwarf society, but it doesn't seek out the same level of fame and ladies putting themselves in the firing line is not just anathema to male Dwarfs but terrifying, where is the honour in allowing a female dwarf to annihilate an entire tribe of goblins? Jewellers consider such advancements as the Flame Cannon and the Gyrocopter with disdain, frowning on brash, cumbersome military developments and usually put their energies into ornate jewellery, unpickable locks and decorative homewares but this doesn't stop the artistic endeavours that sparkle forth from the thick walled workshops and armoured sheds being both beautiful and deadly when gripped in the right hands and wielded with skill

The Large Butta of Tiffany

Due to their undeniable power, female Dwarfs generally make most male Dwarfs feel uncomfortable and inadequate and many fights have broken out in the close quarter tunnels over which Slayer a particular dwarf maiden was looking at. So Dwarf queens tend to ensure that single ladies work together under the close supervision of the master jeweller or Wise Woman in well disguised offshoots of the main tunnels known as Butta. Not Buttas, never Buttas.

These vary in size but usually hold anywhere between 10 to 40 dwarfs and will always have hidden tunnels that allow the females to come and go from their own quarters in absolute secrecy, staying out of the way of the inconsequential males. Female dwarf units are extremely rare for obvious reasons. But they do exist even if their exploits are not officially recorded. They take their orders directly from the Queen and are used to shore up defences or break an entrenched stubborn foe.

In the age of elves, Tiffany Osprey came to ascendance as Master Jeweller. Her bejewelled work was highly prized in Dwarf society as well as amongst certain wood elf clans. Practical, yet decorative, her hard working fiercely loyal apprentices became known as the Breakers of Tiffany. Unstoppable in the face of any resistance her fame amongst the female Dwarf society spread rapidly and led to her allegedly having the largest butta in Dwarf history. As more single Dwarf females left their holds to journey to the side of Tiffany additional rooms had to be tunnelled from solid rock to accommodate the network of over 100 Dwarf ladies. The network of Nobles to isolationist wise women all working to the betterment of the Dwarf race was kept 100% secret outside of the Dwarf Kingdoms. If information is power then there has never been a more powerful individual than Tiffany in living memory.

The Screammers

Tiffany left the engineers shed and passed across the courtyard to the Thunderers range. Once again being met with derision by the older and more recalcitrant Dwarf toolsmiths, she had used her time effectively to find out who was “on the up” and see if anyone had noticed her hastily scribbled improvements to the blueprints of the latest gyrocopter that had once again been carelessly left in the break room. Fluttering her eyelashes at Grimnor Ironbeard on her way out she lifted a few cartridges from the shelves while he was distracted and shoved them deep into her apron. She turned and sashayed through the open hard oak door into the range room, quickly moved along the empty rows and pushed on the small shiny stone set deeply into the wall at the end of the passage. A hidden stone panel slid back silently and Tiffany passed through. She had had an idea. A screamingly dangerous idea that her increasingly large Butta would need to keep absolutely to themselves.

On returning to her workbench, she carefully emptied the black power and shot from the brass round into a glass pot and looked carefully at the cartridge, turning it over and over in her stubby fingers. Pulling a sheaf of paper from the pile in front of her she started to draw. Frenetically, paper fell away in front of her like leaves from the weapon oaks in autumn. Her apprentices collected the pages, and wordlessly took them to the smiths before logging them in the Tome of Tiffany. All work had stopped once the master had started drawing. Tiffany giggled and started filing a new cap. She chuckled, started her lathe and bored a new cartridge. In short order the first of the new rounds sat on the desk in front of her. She refilled it with the powder, loaded it into her boot pistol turned and fired it at the target at the end of her workshop.

There was a bang but instead of hitting the target and burying itself a few centimetres deep in the thick wood, the bang was muted and instead followed by a short but unholy scream that defied description and a hole almost the size of a fist exploded the heart of the target into a shower of toothpicks. Tiffany giggled again and ordered her smiths to make 500 rounds for her Thunderers; they would need a new name she mused. All of the ladies within ear shot would need new underwear too.

*Being able to travel unseen through the Dwarf Strongholds is a useful thing when you want to remain safe, especially due to the number of jewels and precious metals used in their art that need to be moved between the holds. When forced to travel outside of the network, Dwarf ladies will travel in tight knit groups known as **Hehn Partiz** this maintains safety and stops opportunistic male dwarfs from taking without paying or arranging shotgun weddings on the fly.*

Less well supported workshops, and provincial warbands, if lacking a master Jeweller may be overseen by a Wise Woman; an oftentimes temperamental Dwarf Matriarch who guards the knowledge of the Dwarf healers and wields science and herbal lore with the same talent as a Thunderer wields his gun. Accidents are not uncommon amongst the apprentices, tempers fray and, no matter how hard the head, a Dwarf lady can always wield a rolling pin with sufficient force to dent the skull of any dim-witted ladette; a healer is therefore always welcome and given honour and deference by all she passes in the corridors of any Dwarf Hold.

Scenario 1

Kharan Olgal: The Wise Woman's Cottage

Behind a lucky few Dwarf warriors is a tougher Dwarf lady. Genetics has made the female of the species a rarity and they number less than 20% of the Dwarf numbers. Dwarf society keeps this secret as a result. Not because their lineage is at risk but because Dwarf ladies are twice as dangerous as their male counterparts, Dwarf ladies are also known for their innate lack of humour, zero patience and intolerance of stupidity. Once a century, a single lucky ladette may receive a calling or be picked by the matriarch to study the lore of the Wise Woman. This is not magic though, this is science!

Studying under a Wise Woman is an honour. But many Dwarfs do not have the right mindset. If in any doubt at the time of ascension an apprentice will often become a Troll skinner in shame. On reaching the level of skill required the most confident will build themselves a cottage and exploit the crass stupidity of other races.

*The wealth of Karak Azgal the most famous of under cities was built on the skills and abilities of The Dwarf Jeweller's Guild of **Ankha Butta** and don't let any beard swinging Troll Slayer tell you otherwise.*

Adapted Scenario Breakthrough

Credit: Tuomas Pirinen

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building or other similar item. We suggest that the terrain is set up within an area roughly 4' x 6'. The first building should be placed in the centre of the table, and always be the smallest building. The object of the scenario is to enter this building first and then make it to the table edge.

Warbands

Each player rolls a dice. Whoever scores higher decides which position they wish to start with. The "defender" is deployed first within 6" of the objective building. Then the attacking warband is set up as normal 8" from the Table edge. In addition, for each attacking warband beyond the first, the defender rolls once on the advance table below

to determine the additional equipment their warband gets to start with. Each item may only be found once. If the same number is rolled more than one, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

Advance table D6 Roll Item Found

- 1 Jewellers Vice
- 2 1D3 doses of healing herbs
- 3 1D3 flasks of Bugman's Gin
- 4 Lucky charm
- 5 Dwarf Relic
- 6 Cathayan Silk Smalls

Ending the Game

The game ends when all the warbands but one have failed their Rout test. The routers automatically lose. If one or more of the warbands have allied, they may choose to share the victory and end the game.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy out of action. Any Hero earns +1 experience for each enemy he puts out of action.

Secret Stash of the Jeweller

At the end of the game the winning warband finds all of the items on the advance table above which were not found before the battle. In addition, roll on the following chart to see what happy little extra items the warband found in the cottage. Note that you will need to roll for each item separately, apart from the gold crowns, which are always found. For example, you will need to roll a 4+ to find a Tome of Dealyer the Smith. Then roll to see if you find the Gromril sword and so on. A bottle of Bugman's Gin works the same as in the Mordheim rulebook but there is only sufficient for one warrior (hero or henchman) to drink, ladies don't share.

Item Found D6 Roll Needed

3D6 gc Automatic

1 - D3 gems worth 10 gc each 5+

2 - Tome of Dealyer the Smith 4+

3 - Gromril sword 5+

4 - Widget 4+

5 - Brace of pistols 4+

6 - Dispel scroll 5+

New Items

Jewellers Vice: The master jeweller will not leave the vicinity of the workshop for any reason, even after the game, (ie: she will stay within 6" of it) until she has rolled 2D6 4 times and scored +8 in an attempt to recreate the necessary Screamer rounds. The Vice may obviously not be traded. But can be used to upgrade black powder weapons should you have enough gold to do so. This may also be done at the end of further scenarios providing the master jeweller stays with the warband.

Tome of Dealyer the Smith: To the casual observer this looks just like a very thick battered old cookery notebook, filled with strange writing and terrible pictures of canaries. If you have a Wise Woman in your warband she may study the ancient Tome and the extra knowledge she gains will enable her to choose from Academic skills whenever she gains a new skill in addition to those skills normally available to her. If you have a ladettes got talent situation she may also use the Tome. Otherwise its base worth as supersoft toilet paper is 2gc

Widget: Master Jewellers use many strange tools for which ordinary beardfolk of both sexes have no name and no use. This one obviously serves some obscure function for the Jeweller but is useless to everyone else. Nevertheless you take it and it can be traded for 10 gc. If the warband who finds it includes a Master Jeweller, she will keep the widget until she can return it to her Butta and gain +1 exp.

Scenario 2

Clan Wars: The Search for Spok

Angrim Spok the Trollslayer was lost, he knew where the day had started out, in the pine woods, outside the hold. Angrim had been out seeking to atone for having two full slices of toast for breakfast by eradicating the menace of a greenskin tribe that he had heard were in the woods. Lost in the berserk fury that so often claims members of his cult, he blacked out and came to on the edge of a ruined city missing one trusty axe.

Current location issues aside, Angrim knew he would need shelter as the sounds that were coming from the rubble were definitely not those of the Dwarf race. Wandering the streets, most of the wiser creatures avoided his tattooed form and he was left in peace to find a space where he could sleep. Perhaps in the morning he would feel more able to find his bearings and make his way back through the woods to his axe. He probably left it in an orc.

Adapted Scenario: To The rescue

Credit: Archeonicus, and Ntdars @ Broheim.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. The first building should be placed in the centre of the table, and always be the largest building. The objective of the scenario is to enter this building first and then make it to the table edge with the confused Slayer.

Warbands

Each player rolls a dice. Whoever scores higher decides which position they wish to start from. All players must set up within 6" of the table edge. A token must be left by a third party in the ruins. This indicates the sleeping body of Spok the Slayer. Objectives are simple, kill the enemy, find the slayer and roll a 4+ to convince him to join your warband. If he joins then you are responsible for his upkeep.

Each item on the table below may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents

Removing the Objective: The successful warband may move the objective off the table, as soon as they convince him to join their band. This may only be done at the normal move (no marching/running, or using speed skills).

And he's off: If the Trollslayer sees any greenskin (player or npc) without being in Base to Base contact with the lucky warband, he will charge, escape and is allowed to make a full running move in his next movement phase (2*M). Even if he is within 8" of an enemy model.

Killing the Slayer: If more than 50% of the successful warband are Knocked Down, Stunned or Out Of Action, the survivors may try to take the Slayer Out Of Action. The Slayer may only defend as if unarmed.

Ending the Game

Objective Ownership: The winner is allowed to do with the Slayer whatever they want; hire him, sell him to the pits, or even offer him as Sacrifice.

If a warband fails a rout test it has lost the scenario. If the successful finders of the Slayer also rout, they automatically lose the Slayer, who wanders off in despair.

Experience

Survival: If a Hero or Henchman survives the battle they gain +1 Experience.

Winning Leader: The leader of the winning warband gains +1 extra experience.

Out of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

If a Hero or Henchman of either group arrives at the objective, they also gain +1 Experience

Special Rules

All Dwarfs, regardless of gender, are subject to the following special rules:

Hard to Kill. Dwarfs are tough, resilient individuals who can only be taken out of action on a roll of 6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

Hard Head. Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Armour. Dwarfs never suffer movement penalties for wearing armour. Slayers/Skinners will never wear armour of any type besides runic tattoos. If they gain armour through exploration, then they will attempt to sell it at the next shop they visit, for whatever price they get for it.

Hate Orcs and Goblins. All Dwarfs hate all types of greenskin from snotlings to trolls. See the psychology section of the Mordheim rules for details on the effects of hatred.

Grudgebearers. Dwarfs hold an ancient grudge against Elves from the days of the Phoenix King. A Dwarf warband may never include any kind of Elven Hired Sword or Dramatis Personae.

Incomparable Miners. Dwarfs spend much of their lives underground searching for precious minerals, and they are the best in the world at this kind of work. Expats now out on the streets of Mordheim will apply similar skills in their search for wyrdstone. When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf warband of either gender.

Resistant. Dwarfs are resistant to magic, as they simply don't believe in it. In spite of the fact that their own Wise Woman wields power, this is viewed as science. When being affected by a spell, a Dwarf automatically gains a 6+ resistance save. If they pass their roll, then the spell does not affect them. Each model has to roll individually, so if the spell has a radius, then each Dwarf has to roll for resistance individually, and if any of the models pass then those models are not affected by the spell, but the ones that failed are still affected.

Dwarf ladies can choose from the Dwarf Equipment Lists (See: Mordheim/Broheim)

Dwarf Wise Women can choose from the Tome of Dealyer The Smith Science List (see below)

Now for Science

Dwarfs, as previously written, do not believe in magic, but many's the time a Dwarf lord, replete from a weekend of feasting and up to his eyes in Bugmans will turn to his partner and say "that magical bit of halibut was good enough for Sigmar" and mean it. But that doesn't make them religious, just safely respectful of their partners skill with a heavy frying pan.

All Wise Women know that the way to a man's heart may be through his stomach but it is faster with an axe to the breastbone. This knowledge of life (and how to live it) has been passed down through the centuries and is held in the many secretive Tomes of Dealyer the Smith. A prolific Wise Woman from the time of the Phoenix King, herbalist, writer and creator of many scientific breakthroughs considered too radical and dangerously progressive for most Dwarf males to cope with.

Unlike magic which is rooted in chaos and therefore illegal and punishable by death within the Empire, the Wise Woman wields an arsenal of trickery, science and keen intelligence. This doesn't make her particularly popular inside of Dwarf society and a few brave souls may expatriate themselves and follow in the ancient footsteps of Dealyer leaving the warmth, familiarity, safety and shelter of the tunnels to seek out knowledge. While they may just simply yearn for peace and quiet, as social creatures, they more often than not find themselves in a small village or hamlet selling potions to the ungrateful and ignorant; or on the streets of Mordheim searching for gold, jewels or Wyrdstone.

Rules for Casting and Damage remain unchanged

Beloved Valaya

The beloved portly matriarch-goddess of the Dwarf race; protector, healer and nurturer. Technically mother to all other Ancestor Gods and also created most of the best bits of Dwarf culture. Inspirational in art and technology, she helped forge the first Warhammers and inspired every tunnelling Dwarf to better endeavour.

Valaya made alcohol and whispered in the hairy ear of Bugman on how to create his famous ale. Valaya was responsible for the runes and written language of Khazalid and also established the first Dwarf holds. But due to the overbearing Dwarf patriarchy Valaya is still viewed as subordinate to the male gods. Kingly Dwarf authority originates with Valaya, strangely making her closer comparatively to Zeus than Hera. Her priests and priestesses are advisors to kings and nobility as well as healers. Wise Women are seen as her natural heirs and even more rare amongst female Dwarfs than the priestesses who act in her name if not in her spirit. Their dangerous progressive intelligence is frowned upon and rejected by the conservative male Dwarf population at large.

Most famous amongst the scant few priestesses of Valaya and contemporary of Brunna Ravenshield was Dealyer Wirebeard known as "the Smith". Once an expatriate wise woman she returned to her hold with a knowledge of battle, lore, long held grudges and the ways of humans unlike any other. Unlike her sisters she had a phenomenal memory and prodigious girth. On her return she instantly joined the priesthood of Valaya and her knowledge, decanted verbatim into a series of massive tomes, sent shockwaves through Dwarf society and holds the key to training others in not just the Wisdom of Valaya but in the mastery of many skills treasured by female Dwarfs.

The Ancient Tome of Dealer the Smith

A calling to become a wise woman is not considered magical or religious in any way: any special protection against spells does not affect a Wise Woman's casts. Only the Wise Woman or an apprentice (ladettes got talent) may use the following rules.

D6 Result

1 Pretty Kitty

Difficulty 5

A massive whiff of Tuna emanates from the Wise Woman and any hungry mangy disease ridden cat within sniffing distance swarms towards her making any enemy stumble and distracting them from the job at hand.

Range: 24". Target enemy is -1 to hit. Target must roll a 4+ in the recovery phase to end the smell.

2 Hard Stare

Difficulty 8

The Wise Woman turns her stony gaze on the team in her Hehn Partiz and suddenly the ladies forget about their immediate peril and find themselves thinking that there is nothing worse than disappointing the wise woman.

Any allied warrior within 8" of the WW become immune to fear, terror and all alone tests. In addition; the whole warband gains +1 to any Rout tests they have to make.

3 One in the Goolies

Difficulty 8

A cloud of brightly coloured dust thrown with all the force the Wise Woman can muster engulfs her enemy and they fall to the ground screaming as if poleaxed in the happy sacks.

The spell calls on all the skills of the herbalist and follows the rules for normal shooting. The dust has a range of 18" and a width of 4". Use the Wise Woman's Ballistic Skill to determine whether she hits or not, but ignore movement, range and cover penalties. The dust causes one S3 hit for every point from 1D6+2

4 Slippery when Wet

Difficulty 9

A closely guarded secret is how to render Troll fat. Once refined, bottled and capped in a grenade it is then thrown towards an enemy where it spreads out in a slippery slick making movement practically impossible.

Range is 12" spread is 6" and reduces the movement of all warbands, creatures and npcs in contact by half. This Troll slick stays for the duration of the game. Within the radius, target is -2 to hit.

5 Healing Hands

Difficulty 6

A skilled medical practitioner, the Wise Woman reaches into her waist pouch and pulls out a tightly tied bunch of dried herbs dusted in a white glittering powder smelling strongly of eucalyptus and applies it liberally to her wounded comrade.

Any single model within 2" of the wise Woman including themselves may be healed. The warrior is restored to his full quota of wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

6 Vicious Old Battleaxe

Difficulty 7

Using the sharpening stones of her living ancestor, the "Valaya blessed" Wise woman treats all of the axe blades in her Hehn Partiz; these become so sharp they can be used to shave with.

Any model carrying a bladed weapon adds a -1 modifier to any armour saves

The Hehn Partiz Warband

Choice of Warriors: You must have a minimum of 3 and a maximum of 14 models in your warband. You begin with 500 gold crowns to spend on your warriors.

Only 3 Dwarf heroes at maximum can be bought. The other two may only be acquired by 'Lads got Talent' rolls.

Heroes

- 1 Lady: Each Dwarf warband must have one Noble Lady Exp20 50gc
- 0-1 Master Jeweller: Your warband may include up to 1 Jeweller. Exp10 50gc
- 0-1 Wise Woman: Your warband may include up to 1 wise woman. Exp10 50gc
- 0-2 Troll Skinners: Your warband may include up to 2 Troll Skinners. Exp 8 50gc

Henchwomen: all start with 0 Exp

- Dwarf Tunneller: Your warband may include any number of Dwarf Tunnellers. 40gc
- 0-5 Dwarf Screammers: Your warband may include up to 5 Dwarf Screammers. 40gc
- Ladette apprentices: Your warband may include any number of ladettes. 25gc

Dwarf Skill Table	Combat	Shooting	Academic	Strength	Speed	Special
Noble	✗	✗		✗		✗
Jeweller	✗	✗	✗			✗
Wise Woman	✗		✗	✗		✗
Troll Skinner	✗			✗	✗	✗

1 Dwarf Noble

85 gold crowns to hire

Dwarf Nobles are fortune seekers who have recruited a band of like-minded lady Dwarfs and expatriated from their stronghold in their prime in search of riches. Any Dwarf Lady is well respected by the members of her Hehn Partiz. She may even be a member of one of the noble families of the lost Dwarf strongholds, dreaming of collecting enough treasure to restore the former glory of the Dwarf Kingdoms and rid themselves of the greenskin menace.

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

Weapons/Armour: A Dwarf Noble may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES Leader: Any models in the warband within 6" of the Dwarf Noble may use her Leadership instead of their own.

0-1 Dwarf Jeweller

50 gold crowns to hire

Dwarf Jewellers are respected members of female Dwarf society. It is they who design, sculpt, polish and cast the beautiful rings, gems, chains and also carve the untapped runes that adorn the armour of many a proud Dwarf.

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

Weapons/Armour: A Dwarf Jeweller may be equipped with weapons and armour chosen from Dwarf Screamer equipment list.

SPECIAL RULES Expert Smith: A Dwarf jeweller is a master of miniature devices. By using stronger construction materials and time-tested secrets of Dwarf engineering, a Dwarf jeweller can increase the distance the warband's missile weapons can shoot. All Dwarf missile weapons in the warband have their range increased by 3" for Pistols and 6" for Crossbows and Handguns. Any range increases are only maintained as long as the Dwarf Jeweller remains with the warband.

0-1 Dwarf Wise Woman

50 gold crowns to hire

Unpopular both within and outside of polite male Dwarf society the wise woman relies on a keen knowledge of Dwarf politics, male ego, science and trickery to maintain her precarious position. Although some wise women may often leave the warmth and shelter of the tunnels to seek out a bit of peace and quiet they more often than not find themselves in a secure cave or cabin selling potions to the ungrateful and ignorant; or on the streets of Mordheim searching for gold, jewels or Wyrystone.

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

Weapons/Armour: A Wise Woman may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

SPECIAL RULES

Leader: Any models in the warband within 6" of the Wise Woman may use her Leadership instead of their own.

Scientist: Adds a +1 modifier to any spellcaster within 12" as her keen mind sees through the trick

0-2 Dwarf Troll Skinners

50 gold crowns to hire

Female Dwarfs do not cope well with emotional or personal loss. Perhaps due to the fact there are so few of them. Those poor souls who have been betrayed, abandoned or cuckolded, will often dedicate their lives to the lesser known Skinner Cult. Skinners will actively seek out the largest greenskins they can find, behead them and peel the hide from their back to sew into clothing. This cult is largely ignored by the patriarchal Dwarf society but is recognised by their war cry "it puts the lotion on its skin or else it gets the blade again". Looking for and destroying large monsters like Trolls and Ogres without nicking the precious skin is life-threatening work, especially when you want to have a large canvas to work with. As a natural selection mechanism it ensures that surviving Skinners are not only exceptionally tough, violent, and insanely dangerous but also talented with a needle. Even in the fiercely supportive Dwarf ladies circle they are seen as sociopaths and largely avoided when deep in the Bugman's Gin. There are however fewer better fighters in the Dwarf World, so they are much sought after by Dwarf Hehn Partiz.

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

Weapons/Armour: Troll Skinners may be equipped with weapons chosen from the Dwarf Warrior equipment list. Skinners may never carry or use missile weapons or wear any form of armour as they dress in tanned orc and troll hides and do not fear death.

SPECIAL RULES

Deathwish: Troll Skinners seek an honourable death in combat. They are completely immune to all psychology and never need to Rout test if fighting alone.

Skinner Skills: Troll Skinners may choose a skill from the Troll Skinner Skill list instead of the normal Skill tables when they gain a new skill.

TROLL SKINNER SKILL LIST

Dwarf Skinners may use the following skills as well as any of the standard skills available to them.

Over Charge: The Skinner may double her attacks on the turn in which she charges. She will suffer a -1 'to hit' penalty on that turn.

Monster Slayer: The Skinner always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc) would mean that a lower roll than this is needed.

Foul Temper: The Skinner may add +1 to her close combat 'to hit' rolls during the turn in which she charges and add +2 if it is in the 4th turn.

Henchmen (Bought in Groups of 1-5)

Dwarf Tunnelers

40 gold crowns to hire

These are female Dwarf warriors in their prime: tough, stubborn and brave warriors who can be relied on to hold their own against any foe.

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

Weapons/Armour: Dwarf Warriors may be equipped with weapons and armour chosen from the Dwarf Warrior equipment list.

0-5 Dwarf Screammers

40 gold crowns to hire

Dwarf Screammers are experts at using missile weapons and take their name from a particular type of projectile used by masters of their art. Many an Orc or Goblin has died by the razor sharp barb of a Dwarf crossbow bolt or a terrifying screaming bullet shot by a Dwarf Screamer.

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

Weapons/Armour: Screammers may be armed with weapons and armour chosen from the Dwarf Screamer equipment list and will always attempt to find the special ammunition to gain +1BS.

Ladettes

25 gold crowns to hire

These are young Dwarfs who have joined in with the Hehn Partiz hoping to make their fortune and buy plenty of food to fatten up to ensure an even more massive dowry.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

Weapons/Armour: Ladettes may be armed with weapons and armour chosen from the Dwarf Warrior equipment list

Special Weapons

Dwarf Axe 15 gold crowns

Availability: Rare 8 (Dwarfs only) Dwarf axes are smaller-hafted weapons made of lighter (but stronger) materials than normal axes. Dwarf Warriors are specially trained in their use and are able to use them as deftly as a Human warrior might wield a sword.

Range	Strength	Special Rule
Close Combat	As User	Cutting Edge, Parry

Dwarf Screamer Ammunition 18 gold crowns

Availability: Rare 8 (Dwarf females only) Dwarf Thunderers do not hold the monopoly on black powder weaponry. The screamer bullet designed by Tiffany Osprey Master Jeweller emits a piercing wail when fired and causes similar damage to hollow points, it has the added benefit of causing anal leakage to anyone within the firing arc and adds +1BS once owned.

Range	Strength	Special Rule
Long range	As User	Causes Fear

Special Rules

Cutting Edge: Dwarf axes have an extra save modifier of -1, so a model with Strength 4 using a Dwarf axe has a -2 save modifier when he hits an opponent with the axe in close combat.

Parry: Dwarf axes offer an excellent balance of defence and offense. A model armed with a Dwarf axe may parry blows. When his opponent rolls to hit, the model armed with a Dwarf axe may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped. A model may not parry more than one attack in a single Close Combat phase; a model armed with two Dwarf axes (or a Dwarf axe and a sword, etc) does not get to parry two attacks but may instead re-roll a failed parry.

Causes Fear: On bursting forth from the barrel of the Dwarf weapon the screamer ammunition starts spinning. Minute flanges on the face of the projectile catch the air and cause a deathly wail like nails down a blackboard. This discordant whine causes fear in all creatures prone to it. Even if the ammunition misses the intended target the fear caused remains in any enemy within arc of fire.

Dwarf Special Skills

Dwarf Heroes may use the following Skill table instead of any of the standard Skill tables available to them

Mistress of Blades

This Dwarf's martial skills surpass those of a normal warrior; she has fought unscathed against hordes of Orcs and Goblins. When using a weapon that has a Parry special rule, this hero parries successfully if she beats or matches her opponents highest 'to hit' roll, not just if she beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, she is allowed to parry two attacks (if her two dice match or beat the two highest Attack dice against her) instead of the normal maximum of one. Note that if this Dwarf has two Dwarf axes (as detailed above) she can reroll any failed parries.

Extra Tough

This Dwarf is notorious for walking away from wounds that would kill a lesser being. When rolling on the Heroes Serious Injury chart for this Hero after a game in which she has been taken out of action, the dice may be re-rolled once. The result of this second dice roll must be accepted, even if it is a worse result.

Resource Hunter

This Dwarf is especially good at locating valuable resources. When rolling on the Exploration chart at the end of a game, the Hero may modify one dice roll by +1/-1.

True Grit

Dwarfs are hardy individuals and this Hero is hardy even for a Dwarf! When rolling on the Injury table for this Hero, a roll of 1-3 is treated as knocked down, 4-5 as stunned, and 6 as out of action.

Thick Skull

The Hero has a thick skull, even for a Lady Dwarf. She has a 3+ save on a D6 to avoid being stunned. If the save is made, treat a stunned result as knocked down instead. Dwarf ladies rarely wear a helmet, helmet hair? No thanks! Her save is 2+ instead of 3+ to take the place of the normal Helmet special rule.

Dwarf Equipment Lists

Dwarf Warrior

Hand to Hand Combat Weapons

Dagger 1st free/2gc

Mace 3gc

Hammer 3gc

Axe 5gc

Dwarf Axe 15gc

Sword 10gc

Double handed weapon 15gc

Spear 10gc

Halberd 10gc

Gromril version* 3 times the cost

Missile Weapons

Pistol 15gc

Armour

Light Armour 20gc

Heavy Armour 50gc

Gromril Armour** 75gc

Buckler 5gc

Helmet 10gc

Dwarf Screamer Equipment List

Hand to Hand Combat Weapons

Dagger 1st free/2gc

Mace 3gc

Hammer 3gc

Axe 5gc

Dwarf Axe 15gc

Sword 10gc

Missile Weapons

Crossbow 25gc

Handgun 35gc

Pistol 15gc

(30gc for a brace)

Armour

Light Armour 20gc

Heavy Armour 50gc

Gromril Armour 75gc

Buckler 5gc

Helmet 10gc

*Any weapon a Dwarf may normally purchase may be bought as a Gromril weapon instead. This multiplies the cost of the weapon by 3.

The price listed is used when creating the warband. Later purchase of Gromril are done using the price chart in the rules.

**The price of a suit of Gromril armour is cheaper for a starting warband to represent the relative ease with which Dwarfs can find such items in their own stronghold. Later purchases of Gromril armour must be done using the normal price chart in the Mordheim rules

Yara The Bard

So little is known of the key personages of female Dwarf society that it has taken the levelling of Mordheim to bring one or two to light. Deep within the caverns and walled cities, hard at work in the Buttas of their clans tales are told of a semi mythical highly musical Dwarf princess of Karak Kadrin. Her story begins deep underground, behind the stone walls and seamless buttresses of the Dwarf line of kings known as Drakebeard

Yara was possibly the first born daughter to the first Slayer king under the mountain, the lineage and stories are twisted, the records unverifiable and no Dwarf will openly speak of it. But the tale goes that once the wise woman had confirmed that the Dwarf Queen was carrying a daughter she was moved into the heart of the Butta and born in utter secrecy in accordance with tradition. But her talent for finding trouble brought her into what passes for limelight in the deep hewn tunnels soon enough. Her mother and father did all they could to keep her occupied but it was practically impossible, her temper was only surpassed by her curiosity, not a desirable Dwarf trait. The embarrassment felt by her father ran deep (but pleased her mother) and in an effort to placate the wild mood swings of the apple of his eye he let her rummage through the scented wooden trunk at the end of his heavily swagged bed. Its richly waxed chestnut planks held fast with the most intricate of locks was used to hoard the items he discovered when he expatriated with his Dwarf brothers eighty something years ago. Hidden deep within, beneath the coloured silks, brilliant cut gems, polished elven mithril weapons and orc tusks was a fine boxwood lyre. The curious little stubby fingers brushed the strings and, in an instant, she was transfixed, transformed and would never listen to her father again.

What followed can only be described as a truly singular Dwarf passion for sound. Her father did his best to interest her in food, anvils, jewellery and traditional Dwarf gold but Yara, to her father's disgust, mastered the lute, the lyre and the whistle instead. Over the decades of time after the sudden passing of her mother, hidden in the tunnels of the butta, Yara worked diligently as a jeweller, as a weaponsmith and as a loremaster. Being the daughter of serious power she was granted more latitude than most and, over time, followed her love of the pipes without distraction. Her impressive Dwarf chest produced a depth and purity of sound that warmed the soul and filled the caverns with music that even a tone deaf Dwarf could appreciate. Yet it had something beyond the range of hearing that kept even her ancestors standing proudly to attention and in battle became as valuable to the Dwarfs as their beards.

How her music affected the outcome of the many battles she attended is unsure and no records remain of Ungrim's woe. But Yara is known to the Butta. Yara her stories and music recorded in the hidden tomes of Dealyer the Smith. When a soulful note is played, a soft tone is heard or when a baby's angry wail hits that particular heart twisting pitch her memory is invoked. All Dwarf bards on their ascendance from those times and for ever more are renamed Yara in her honour.

On Feminine Wiles

Dwarf females are, unsurprisingly, of a similar size to the males, and sometimes can be taller. But have a deeper reserve of strength. It is largely genetic, but working bellows, forges and using the uniquely Dwarf made tools in the hidden buttas definitely helps. All the weight gain produces the lack of a discernible waistline which is a particularly desirable trait for both marriage and taste reasons; food is therefore never far from a Dwarf female, nor is Bugmans Gin.

Hair is often dyed from its traditional ginger and mousy brown shades so that available Dwarf ladies stand out even more and inspire greater feats of valour in their many suitors. Also bear in mind that they can live for up to 150 years longer than their husbands and can remain fertile up until the final decade of their long lives. It is therefore not uncommon for a dwarf lady to produce multiple offspring in multiple clans in her lifetime as the power to choose husbands lies solely with the female. Some clans are so intimately connected that inbreeding has by necessity become illegal and the Book of Grudges holds many inter clan grudges to this effect.

Females are therefore stronger, often quicker, better educated, more deft of hand, deadlier with any weapon, and when of a mind to be, downright nasty. It is no surprise that the males wish to keep this information secret. Their sole weakness is undoubtedly their numbers, but don't let this fool you, pity the Skaven or Goblin that accidentally ventures into even a small Butta. Nothing ever enters a Butta without the express permission of the Lady in charge unless it is extremely tired of life: even the scream of a Troll can be put to use by the ladies of the Butta.

It has been common knowledge and something of a long running joke amongst the other races that it is almost impossible to tell the Dwarf sexes apart. But that is because so few ladies are seen and those that are, are usually expatriate and have grown the beard to prove it. But as with all things female, that is a personal choice. They are not so bound with tradition. But times change, even within the slow turning wheels of Dwarf society and a tsunami is about to strike.

Credits

The information held in this document has been gleaned from multiple sources, embellished and reborn. Between Wikipedia, Norse mythology, Tales of Yorkshire, West Country stories, Tolkien, Mordheim, AD&D and Citadel Warhammer many stories have been written, many games created. Too many to name but certain people other than myself deserve particular mention: Owen Hughes, Dario Biancheri, Tuomas Pirinen. Special credit and thanks to my wife for providing the inspiration.

Alexander Carraro

Useful Dwarf figures for female warband links

SciborMiniatures.com – make a female dwarf Warhammer unit

Atlantisminiatures.com – for a complete dwarf unit and seated character.

Reapermini.com for metal single figures, best quality and range

Kromlech.eu has an out of production desperate dwarf housewives that look great as skimmers but being plastic/resin are quite thin

Stonehavenmini.com – most expensive but best characters available.

Hasslefree hfminis.co.uk – a strange assortment of minis, but also loose weapons.

TombGuardians.com – useful characters, nice sculpts, ideal size – no beards.

Northumbriantinsoldier.com – useful characters, females with beards.

Fenryll.com – useful characters with a French twist

Chaos spawn miniatures has two good skimmers, even if they are almost naked

Badsquiddogames.com pricey yet well sculpted in a more believable style.

3D stl masterworks

Onmioji D&D – really nice 3d printed minis scale similar to Northumbrian tin soldier . Available on ebay and from gumroad.com

Thingiverse.com

Yeggi.com

Rejected

D&D Nolzurs marvellous minis HD Minis poor quality , but cheap

Pathfinder battles Deep Cuts: a line of plastic wizkids minis, similar to Nolzur in every way

Spellcrow – cartoonish

Songofblades.com scale might be a bit small

Chainmail miniatures – company is bust but available occasionally on ebay

Bronze age miniatures – not battle ready npcs

Oathswornminiatures.co.uk – not to scale and weird looking

Victoriaminiatures.com – don't make female dwarfs any more.

Citadel miniatures – old school dwarfs with little or no menace.