



# Dwarf Grudge Bearers

Many thanks to Mark Havener for the original Dwarf Treasure Hunters Warband, which had inspired me to write my own Dwarf Warband list.

## Special Rules

All Dwarfs 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 instead of 5-6 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.

**Hate.** Orcs and Goblins. All Dwarfs hate Orcs and Goblins. 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 when the two races fought for supremacy in the Old World. 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. In the city of Mordheim they apply similar skills to the 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.

## Choice of warriors

A Dwarf warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 12.

**Thane:** Each Dwarf warband must have one Thane – no more, no less!

**Runesmith:** Your warband may include up to 1 Runesmith.

**Oath Guard:** Your warband may include up to 1 Oath Guard.

**Ranger:** Your warband may include up to 1 Ranger.

**Quarrellers:** Your warband may include up to 5 Quarrellers.

**Clansmen:** Your warband may include any number of Clansmen.

**Aspirants:** Your warband may include any number of aspirants.

## Starting experience

Thane starts with 20 experience.

Runesmith starts with 10 experience.

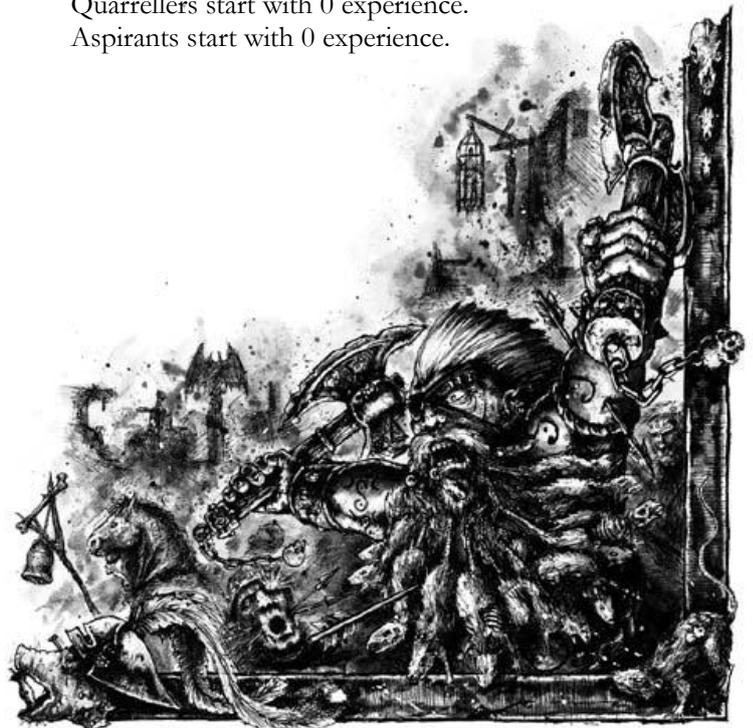
Oath Guard start with 8 experience.

Ranger starts with 8 experience.

Warriors start with 0 experience.

Quarrellers start with 0 experience.

Aspirants start with 0 experience.



# Dwarf Grudge Bearer equipment lists

The following lists are used by Dwarf Grudge Bearers warband to pick their equipment.

## Dwarf Warrior Equipment List

### *Hand-to-hand Combat Weapons*

Dagger . . . . .	1st free/2 gc
Hammer . . . . .	3 gc
Axe . . . . .	5 gc
Dwarf axe . . . . .	15 gc
Sword . . . . .	10 gc
Double-handed weapon . . . . .	15 gc
Spear . . . . .	10 gc
Halberd . . . . .	10 gc
Gromril weapon* . . . . .	3 times the cost

### *Missile Weapons*

Pistol . . . . .	15 gc	
	(30 gc for a brace)	
Dueling Pistol . . . . .	30 gc	
	(60 gc for a brace)	

### *Armour*

Light armour . . . . .	20 gc
Heavy armour . . . . .	50 gc
Gromril armour** . . . . .	75 gc
Shield . . . . .	5 gc
Helmet . . . . .	10 gc



## Dwarf Quarreller Equipment List

### *Hand-to-hand Combat Weapons*

Dagger . . . . .	1st free/2 gc
Hammer . . . . .	3 gc
Axe . . . . .	5 gc
Dwarf axe . . . . .	15 gc
Sword . . . . .	10 gc
Double-handed weapon . . . . .	15 gc
Gromril weapon* . . . . .	3 times the cost

### *Missile Weapons*

Crossbow . . . . .	25 gc
Handgun . . . . .	35 gc
Pistol . . . . .	15 gc
	(30 gc for a brace)

### *Armour*

Light armour . . . . .	20 gc
Heavy armour . . . . .	50 gc
Shield . . . . .	5 gc
Helmet . . . . .	10 gc

\*Any weapon a Dwarf may normally purchase may be bought as a Gromril weapon instead. This multiplies the cost of the weapon by 3. For rules on Gromril weapons see the Mordheim rulebook. Note that this price is only for a starting warband, as it represents the Dwarf Grudge Bearer fitting themselves at their own stronghold. Later purchases of Gromril weapons are done using the price chart in the Mordheim 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.



# Dwarf Grudge Bearers skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Thane	✓	✓		✓		✓
Runesmith	✓			✓		✓
Oath Guard	✓			✓		✓
Ranger	✓	✓		✓		✓

## 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. Dwarfs 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

### 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.

### Gin Trap (Dwarf Ranger only)

Availability: Common (Dwarf Ranger only)

When a foe moves within 2" of the marker he risks setting off the trap – roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit. If you roll a 6 when rolling to wound it do not cause a critical hit, but gains additional -1 to armour saves. Take all armour and ward saves as normal with modifiers. If the trap did not wound the model or it didn't trigger, the 'victim' may finish his move otherwise he is placed knocked Down or Stunned 2" from the marker. If the trap was triggered the marker is removed.



## 1 Dwarf Thane

80 gold crowns to hire

With the order to spread and reclaim

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

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

### SPECIAL RULES

**Leader.** Any models in the warband within 6" of the Agent may use his Leadership instead of their own.

## 0·1 Dwarf Oath Guard

45 gold crowns to hire

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

**Weapons/Armour:** A Dwarf Oath Guard may be equipped with weapons and armour chosen from Dwarf Warrior equipment list.

### SPECIAL RULES

**My Lord, Watch It!** If the Thane is attacked by a charge, the Oath Guard may intercept within 4" instead of 2".

**The Oath Is Broken.** If the Thane ever dies, the oath is broken and the shame comes over the Oath Guard. He becomes a Slayer and gains the *Deathwish* Special Rule. He may never carry or use missile weapons or any form of armour anymore. In addition he get access to the Slayer Special Skills. The Oath Guard cannot become the new Leader and you cannot hire a new Oath Guard. All other learned skills remain retained.

## 0·1 Dwarf Runesmith

50 gold crowns to hire



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

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

### SPECIAL RULES

When acquiring a new skill, he may use the Runesmith Skill table as well as any of the standard Skill tables available to him.

**Rune Wizard.** The Runesmith is no wizard and does not follow the rules for wizards, but he may cast runes like spells, described in the magic section.

**Warrior Wizard.** The mental powers of the Runesmith allow him to wear armour and cast spells.

## 0·1 Dwarf Ranger

50 gold crowns to hire

Rangers are the best scouts of the dwarves. They can read tracks, find the best ways between the enemy lines and are excellent monster hunter. Better guides for unknown terrain do not exist.

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

**Weapons/Armour:** Dwarf Rangers may be equipped with weapons chosen from the Dwarf Quarrellers equipment list.

### SPECIAL RULES

**Set Traps.** Dwarf Rangers are expert trappers and hunters and these skills can be put to great use in the ruins of Mordheim.

**Gin Trap:** A Gin Trap may be set up once per game if the model spends a turn without firing a weapon. (he may not set a gin trap if he is just recovered from being Knocked Down). Place a marker in base contact with the Dwarf Ranger.



### Dwarf Ranger Skills

Dwarf Rangers may use the following Skill table as well as any of the standard Skill tables available to him.

**Monster Hunter.** All enemy monsters and animals count as Large Target.

**Infiltration.** A Dwarf Ranger with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.



# Genchmen (Bought in groups of 15)



## 0.5 Dwarf Quarrellers

40 gold crowns to hire

Dwarf Quarrellers are experts at using missile weapons. Many Orcs or Goblins have died by the sting of a crossbow bolt.

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

**Weapons/Armour:** Dwarf Quarrellers may be armed with weapons and armour chosen from the Dwarf Quarrellers equipment list.

## Dwarf Clansmen

40 gold crowns to hire

These are 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 Clansmen may be armed with weapons and armour chosen from the Dwarf Warriors equipment list.

## Dwarf Aspirants

25 gold crowns to hire

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

**Weapons/Armour:** Dwarf Aspirants may be armed with weapons and armour chosen from the Dwarf Warriors equipment list.

## Runesmith special skills

**Expert Runesmith.** The Runesmith may add +1 to all of his Difficulty rolls.

**1. Rune of Iron.** You may choose a single friendly model within 4". The target gains a 5+ armour save or if he already have armour he gets 2+ to his armour save. The spell lasts until the beginning of the Runesmith's next Shooting Phase. *Difficulty 6.*

**2. Rune of Hearth and Home.** All friendly models within 3" who are stunned get knocked down and models who are knocked down stand up and can fight as normal. *Difficulty 8.*

**3. Rune of Shielding.** The air wafts and flickers. All models friend or foe within 4" of the Runesmith gain the Dodge Special Rule and lasts until the beginning of the Runesmith's next Shooting phase. *Difficulty 8.*

**4. Rune of Destruction.** A lightning bolt hits a target within 12" and line of sight. It causes one Strength 4 hit and ignores all Armour saves. *Difficulty 8.*

**5. Rune of Melting Steel.** You may choose a single model within 4". The target loses all melee and range weapons, except for shields and can only fight with his bare fists. The spell lasts for 2 turns. Has no effect on targets with the No Pain special rule *Difficulty 8.*

**6. Rune of Fury.** You may choose a single friendly model within 4". The target gains +2 Initiative, +1 Attack and the Web of Steel Special Rule until your close combat phase. *Difficulty 7.*



## Dwarf special skills



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

**Master of Blades.** This Dwarf's martial skills surpass those of a normal warrior; he has fought unscathed against hordes of Orcs and Goblins. When using a weapon that has a Parry special rule, this hero parries successfully if he beats or matches his opponents highest 'to hit' roll, not just if he beats the roll. In addition, if this warrior is using two weapons that have the Parry special rule, he is allowed to parry two attacks (if his two dice match or beat the two highest Attack dice against him) instead of the normal maximum of one. Note that if this Dwarf has two Dwarf axes (as detailed above) he 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 he 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 Dwarf. He has a 3+ save on a D6 to avoid being stunned. If the save is made, treat a stunned result as knocked down instead. If the Dwarf also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).

