



CLAN ANGRUND

FOR ALMOST A CENTURY THE DWARFS OF CLAN ANGRUND, LED BY BELEGAR IRONHAMER, DIRECT SUCCESSOR OF KING LUNN, HAVE MAINTAINED A TREMBLING TOEHOLD ON THE EIGHT PEAKS. FROM THE FORTIFIED CITADEL, EXPEDITIONS MARCH BELOW TO CLEANSE THE TUNNELS FROM INVADERS AND RECONQUER THEIR ANCESTRAL HERITAGE.



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... THEY ARE HARD TO KNOCK OUT!

ARMOUR. DWARFS NEVER SUFFER MOVEMENT PENALTIES FOR WEARING ARMOUR.

HATE SKAVENS, ORCS AND GOBLINS. ALL DWARFS HATE SKAVENS, 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 TRESURE AT THE END OF A GAME, ADD +1 TO THE NUMBER OF PIECES FOUND FOR A DWARF WARBAND

DWARF EQUIPMENT LISTS

THE FOLLOWING LISTS ARE USED BY DWARF WARBANDS TO PICK THEIR EQUIPMENT.

DWARF WARRIOR EQUIPMENT LIST

HAND-TO-HAND COMBAT WEAPONS

DAGGER	1ST FREE/2 G
MAZE	3 G
HAMMER	3 G
AXE	5 G
DWARF AXE	15 G
SWORD	10 G
DOUBLE-HANDED WEAPON	15 G
SPEAR	10 G
HALBERD	10 G
GROMRIL WEAPON*	3 TIMES THE COST

MISSILE WEAPONS

PISTOL

ARMOUR

LIGHT ARMOUR	20 G
HEAVY ARMOUR	50 G
GROMRIL ARMOUR**	75 G
SHIELD	5 G
HELMET	10 G

DWARF SKILL TABLE

NOBLE ENGINEER SLAYER IRONBR.

COMBAT	X	X	X	X
SHOOT.	X	X		
ACAD.				
STR.	X		X	X
SPEED				
SPECIAL	X	X	X	X

THUNDERER EQUIPMENT LIST

HAND-TO-HAND COMBAT WEAPONS

DAGGER	1ST FREE/2 G
MAZE	3 G
HAMMER	3 G
AXE	5 G
SWORD	10 G

MISSILE WEAPONS

CROSSBOW	25 G
HANDGUN	35 G
PISTOL	15 G

(30 FOR A BRACE)

ARMOUR

LIGHT ARMOUR	20 G
HEAVY ARMOUR	50 G
SHIELD	5 G
HELMET	10 G

*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 ABOVE IS JUST USED FOR CREATING THE WARBAND LATER PURCHASES 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.

CHOICE OF WARRIORS

A DWARF WARMBAND MUST INCLUDE A MINIMUM OF 3 MODELS. YOU HAVE 500 GOLD CROWNS WHICH YOU CAN USE TO RECRUIT AND EQUIP YOUR WARMBAND. THE MAXIMUM NUMBER OF WARRIORS IN THE WARMBAND IS 12.

NOBLE: EACH DWARF WARMBAND MUST HAVE ONE NOBLE – NO MORE, NO LESS!

ENGINEER: YOUR WARMBAND MAY INCLUDE UP TO 1 ENGINEER.

TROLL SLAYERS: YOUR WARMBAND MAY INCLUDE UP TO 1 TROLL SLAYER.

IRONBREAKER: YOUR WARMBAND MAY INCLUDE UP TO 1 IRONBREAKER.

DWARF CLANSMEN: YOUR WARMBAND MAY INCLUDE ANY NUMBER OF DWARF CLANSMEN.

DWARF THUNDERERS: YOUR WARMBAND MAY INCLUDE UP TO 5 DWARF THUNDERERS.

BEARDLINGS: YOUR WARMBAND MAY INCLUDE ANY NUMBER OF BEARDLINGS.

STARTING EXPERIENCE

A NOBLE STARTS WITH 20 EXPERIENCE.

AN ENGINEER STARTS WITH 10 EXPERIENCE.

TROLL SLAYERS START WITH 8 EXPERIENCE.

DWARF CLANSMEN START WITH 6 EXPERIENCE.

DWARF THUNDERERS START WITH 6 EXPERIENCE.

BEARDLINGS START WITH 6 EXPERIENCE.

HEROES

1 DWARF NOBLE

85 GOLD CROWNS TO HIRE

DWARF NOBLES ARE FORTUNE SEEKERS WHO HAVE RECRUITED A BAND OF LIKE-MINDED DWARFS AND SET OFF FROM THEIR STRONGHOLD IN SEARCH OF RICHES. A DWARF NOBLE IS WELL RESPECTED BY THE MEMBERS OF HIS WARMBAND. OFTEN HE IS 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.

PROFILE M WS BS S T W I A LD

3 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 WARMBAND WITHIN 6" OF THE DWARF NOBLE MAY USE HIS LEADERSHIP INSTEAD OF THEIR OWN.

◆-1 DWARF ENGINEER

50 GOLD CROWNS TO HIRE

DWARF ENGINEERS ARE RESPECTED MEMBERS OF DWARF SOCIETY. IT IS THEY WHO DESIGN AND BUILD THE COMPLEX WAR MACHINES AND DEVICES WHICH HAVE MADE THE DWARFS FAMOUS.

PROFILE M WS BS ST W I A LD

3 4 3 3 4 1 2 1 9

WEAPONS/ARMOUR: A DWARF ENGINEER MAY BE EQUIPPED WITH WEAPONS AND ARMOUR CHOSEN FROM DWARF THUNDERER EQUIPMENT LIST.

SPECIAL RULES

EXPERT WEAPONSMITH: A DWARF ENGINEER IS A MASTER OF MECHANICAL DEVICES. BY USING STRONGER CONSTRUCTION MATERIALS AND TIME-TESTED SECRETS OF DWARF ENGINEERING, A DWARF ENGINEER 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 ENGINEER REMAINS WITH THE WARBAND.

◆-1 DWARF TROLL SLAYER

50 GOLD CROWNS TO HIRE

TROLL SLAYERS ARE MEMBERS OF THE MORBID DWARF CULT OBSESSED WITH SEEKING AN HONOURABLE DEATH IN COMBAT. HAVING COMMITTED SOME UNFORGIVABLE CRIME OR BEEN DISHONoured IN SOME WAY, A DWARF WILL FORSAKE HIS HOME AND WANDER OFF TO DIE FIGHTING THE ENEMIES OF DWARFKIND. TROLL SLAYERS ARE INSANELY DANGEROUS INDIVIDUALS, PSYCHOPATHIC AND VIOLENT. THERE ARE HOWEVER FEW BETTER FIGHTERS IN THE KNOWN WORLD, SO THEY ARE MUCH SOUGHT AFTER BY DWARF TREASURE HUNTERS.

PROFILE M WS BS ST W I A LD

3 4 3 3 4 1 2 1 9

WEAPONS/ARMOUR: TROLL SLAYERS MAY BE EQUIPPED WITH WEAPONS CHOSEN FROM THE DWARF WARRIOR EQUIPMENT LIST. SLAYERS MAY NEVER CARRY OR USE MISSILE WEAPONS OR ANY FORM OF ARMOUR.

SPECIAL RULES

DEATHWISH: TROLL SLAYERS SEEK AN HONOURABLE DEATH IN COMBAT. THEY ARE COMPLETELY IMMUNE TO ALL PSYCHOLOGY AND NEVER NEED TO TEST IF FIGHTING ALONE.

SLAYER SKILLS: TROLL SLAYERS MAY CHOOSE A SKILL FROM THE TROLL SLAYER SKILL TABLE INSTEAD OF THE NORMAL SKILL TABLES WHEN THEY GAIN A NEW SKILL.

TROLL SLAYER SKILLS

DWARF SLAYERS MAY USE THE FOLLOWING SKILL TABLE AS WELL AS ANY OF THE STANDARD SKILL TABLES AVAILABLE TO THEM.

-FEROCIOUS CHARGE: THE SLAYER MAY DOUBLE HIS ATTACKS ON THE TURN IN WHICH HE CHARGES. HE WILL SUFFER A -1 'TO HIT' PENALTY ON THAT TURN.

-MONSTER SLAYER: THE SLAYER 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. **-BERSERKER:** THE SLAYER MAY ADD +1 TO HIS CLOSE COMBAT 'TO HIT' ROLLS DURING THE TURN IN WHICH HE CHARGES.

◊-1 IRONBREAKER

110 G< TO HIRE

THE REGIMENTS OF IRONBREAKERS PATROL THE DEEPEST DEPTHS OF THE DWARF HOLDS AND ARE VALUED FOR THEIR ENDURANCE AND EXPERIENCE BY ANY EXPEDITION HEADING INTO THE MINES.

PROFILE M WS BS STW A I LD

3 4 3 33112 9

WEAPONS/ARMOUR: IRONBREAKERS ARE ALWAYS EQUIPPED WITH GROMRIL ARMOUR, AND HE MAY PICK ADDITIONAL ARMOUR OR WEAPONS FROM THE WARRIOR EQUIPMENT LIST.

SPECIAL RULES

WATCH OUT! AN IRONBREAKER KNOWS ALL ABOUT THE UNDERDEEP AND ITS PERILS AND SO HE OR ANY DWARF 6" FAR MY DECIDE TO REROLL THE RESULT ON THE ENCOUNTER TABLE THAT AFFECTS THEM.

HENCHMEN

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 STW A I LD

3 4 3 34121 9

WEAPONS/ARMOUR: DWARF WARRIORS MAY BE EQUIPPED WITH WEAPONS AND ARMOUR CHOSEN FROM THE DWARF WARRIOR EQUIPMENT LIST.

◆5 DWARF THUNDERERS

40 GOLD CROWNS TO HIRE

DWARF THUNDERERS ARE EXPERTS AT USING MISSILE WEAPONS. MANY AN ORC OR GOBLIN HAS DIED BY THE STING OF A CROSSBOW BOLT OR A ROARING HANDGUN BULLET SHOT BY A DWARF THUNDERER.

PROFILE M WS BS S T W I A LD

3 4 3 3 4 1 2 1 9

WEAPONS/ARMOUR: THUNDERERS MAY BE ARMED WITH WEAPONS AND ARMOUR CHOSEN FROM THE DWARF THUNDERER EQUIPMENT LIST.

BEARDLINGS

25 GOLD CROWNS TO HIRE

THESE ARE YOUNG DWARFS WHO HAVE JOINED THE RETINUE OF AN EXPERIENCED DWARF TREASURE HUNTER HOPING TO MAKE THEIR FORTUNE.

PROFILE M WS BS S T W I A LD

3 3 2 3 4 1 2 1 8

WEAPONS/ARMOUR: BEARDLINGS 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.

RABGE: CLOSE COMBAT STRENGTH: AS USER SPECIAL RULES: 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 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.

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).