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## Dalla Burgansdotter: The Iron Maiden - Dramatis Personae

Dalla is the grand niece of Kargan Skalfson. She is known as The Iron Maiden both because of her hard hitting fighting style and because of her unfortunate love life.

Dalla was the only girl in a family of six boys who all grew up during the early years of the resettlement of Karak Azgal. This was a turbulent time of constant fighting with Goblins and Skaven. Dalla's brothers all grew up as excellent fighters, and Dalla, the only girl, learned to fight along with the best of her brothers at an early age.

Being part of the famous Skalfson family, and being pretty of face and figure (well, to another dwarf, anyway!), Dalla attracted the interest of many young dwarf warriors. Unfortunately, some of them only seemed interested in her grand uncle's treasure. Consequently, two of them have since joined the Slayer Cult. After her betrothed love was killed in battle with Skaven, she has sworn off all romantic interests and decided to follow her brothers to battle.

Dalla's strength lies in hand to hand combat which she learned from her brothers. She carries a large Gromril Dwarf Ax called Goblin Bane which she uses as a two-handed weapon (without the normal attacks last penalty due to her skill, see special rule for Goblin Bane).

**Hire Fee:** 50 gc, upkeep, 20 gc

**May be hired:** Any Dwarf or Human warband may hire Dalla

**Rating::** Dalla increases the warband's rating by 35 points

	M	WS	BS	S	T	W	I	A	LD
Dalla	3	5	3	4	4	2	2	3	9

**Equipment:** Dalla has a special Gromril Dwarf Ax called Goblin's Bane, Gromril armor and a helmet.

**Skills:** Dalla counts as having the fearsome and thick skull skills. Dalla hates all Skaven.

### SPECIAL RULES

Dalla follows all the special rules for Dwarves found in the Mordheim rulebook and the Karak Azgal setting except the Karak Azgal rule for becoming a slayer. Since the Slayer Cult is a male tradition, Dalla, if she qualifies for that rule, will instead have hatred from then on towards that warband since she cannot redeem herself by becoming a slayer.

**Come on boys!** If Dalla charges an enemy model or group, any male dwarf model may charge the same model (or one within 2 inches of it) and will make their attacks on the first round at +1 strength.

**Look at her fight!** Any dwarf model within 6 inches of Dalla will be so impressed with her fighting skill that they will fight harder and better themselves. To represent this, these models will be able to attack first in the second round only of any close combat they are in.

**Goblin's Bane:** Goblin's Bane is a family relic of the Burgan family. It was forged by a great Dwarf Smith in Karak Azgal before its fall. It was carried by one of Dalla's ancestors in the retaking of Karak Azgal and had many opportunities to well earn it's name. Goblin's Bane was handed down in the Burgan family to Dalla's brother, who gave it to her when she decided to embark on a warrior's quest. Goblin's Bane is a large Gromril Dwarf Ax that Dalla uses as a two-handed weapon gaining the normal +1 to strength, but because of it's special qualities and Dalla's expertise, Dalla does not attack last with it, but in normal order. The weapon also carries the normal advantages of a Dwarf Ax (parry) and a Gromril weapon. (If captured, Goblin's Bane should be treated as a normal Gromril Dwarf Ax. All dwarves from Karak Azgal will have hatred for a warrior using it as a captured weapon. If recaptured by a warband authorized by Kargan to explore Karak Azgal, it may be sold back to Kargan for twice the normal selling price.)