

SPECIAL RULES

THEIR ANCESTRAL HERITAGE.

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!

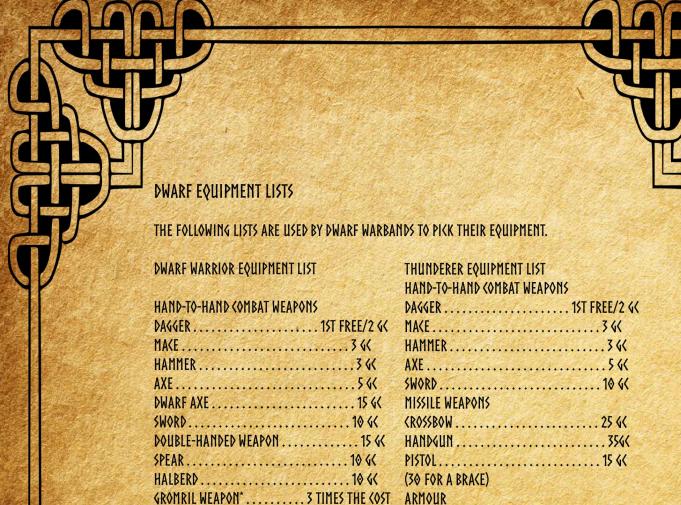
ARMOUR. DWARFS NEVER SUFFER MOVEMENT PENALTIES FOR WEARING ARMOUR.

TO CLEANSE THE TUNNELS FROM INVADERS AND RECONQUER

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 SKILL TABLE

MISSILE WEAPONS

ARMOUR

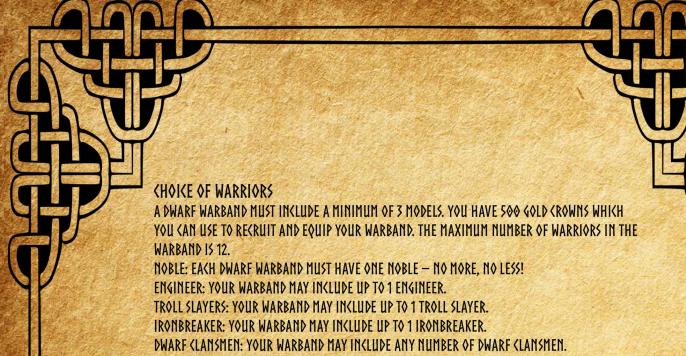
NOBLE ENGINEER SLAYER IRONBR.

| COLIRAI | X | Χ | X |
|---------|-----|---|---|
| SHOOT. | X X | | |
| AKAD. | | | |
| STR. | X | X | X |
| SPEED | | | 6 |
| SPECIAL | Y Y | Y | X |

HEAVY ARMOUR 50 GC

SHIELD. 5 66

ARMOUR LIGHT ARMOUR 20 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. 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.



DWARF CLANSMEN: YOUR WARBAND MAY INCLUDE ANY NUMBER OF DWARF CLANSMEND DWARF THUNDERERS: YOUR WARBAND MAY INCLUDE UP TO 5 DWARF THUNDERERS.

BEARDLINGS: YOUR WARBAND 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 0 EXPERIENCE.
DWARF THUNDERERS START WITH 0 EXPERIENCE.
BEARDLINGS START WITH 0 EXPERIENCE.

HEROES

1 DWARF NOBLE

85 GOLD (ROWNS 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 WARBAND. 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

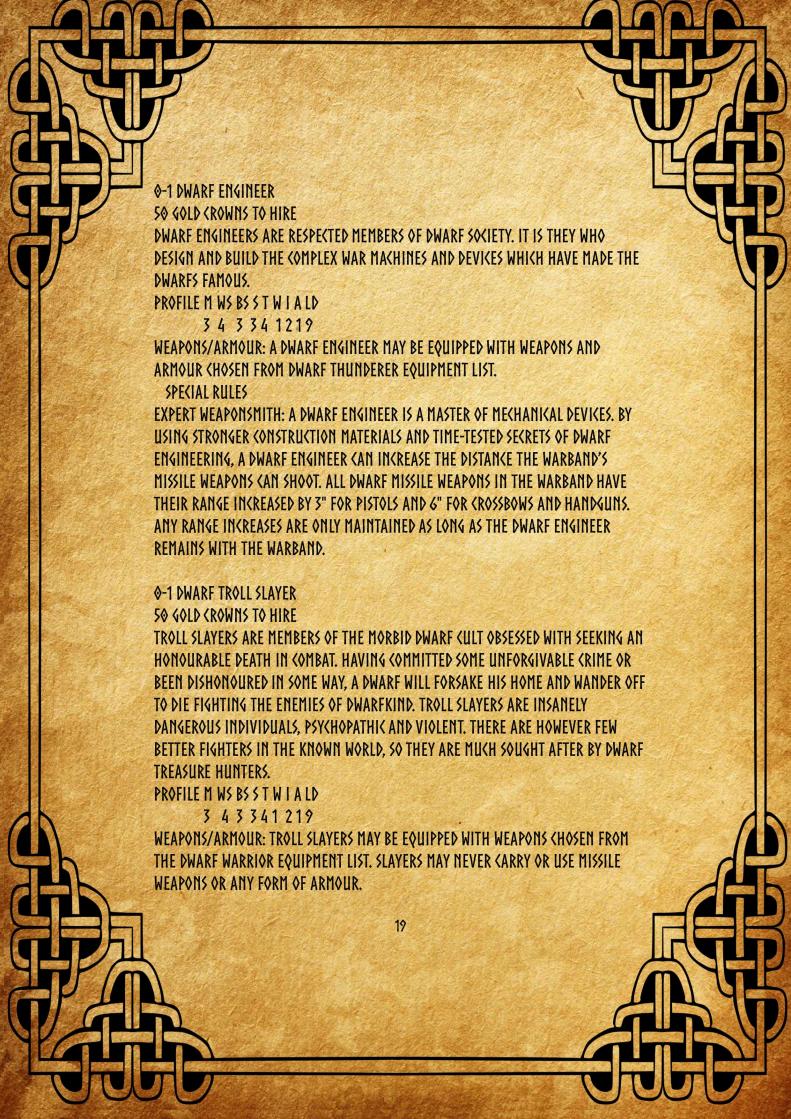
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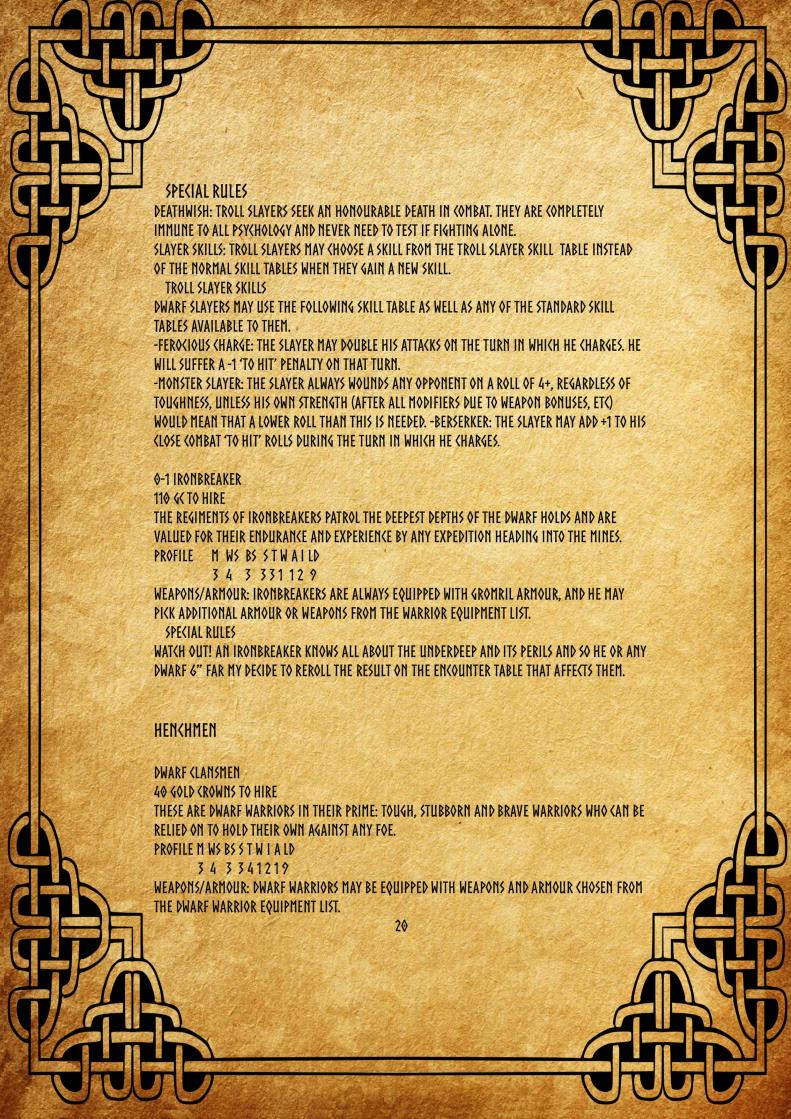
WEAPONS/ARMOUR: A DWARF NOBLE MAY BE EQUIPPED WITH WEAPONS AND ARMOUR CHOSEN FROM THE DWARF WARRIOR EQUIPMENT LIST.

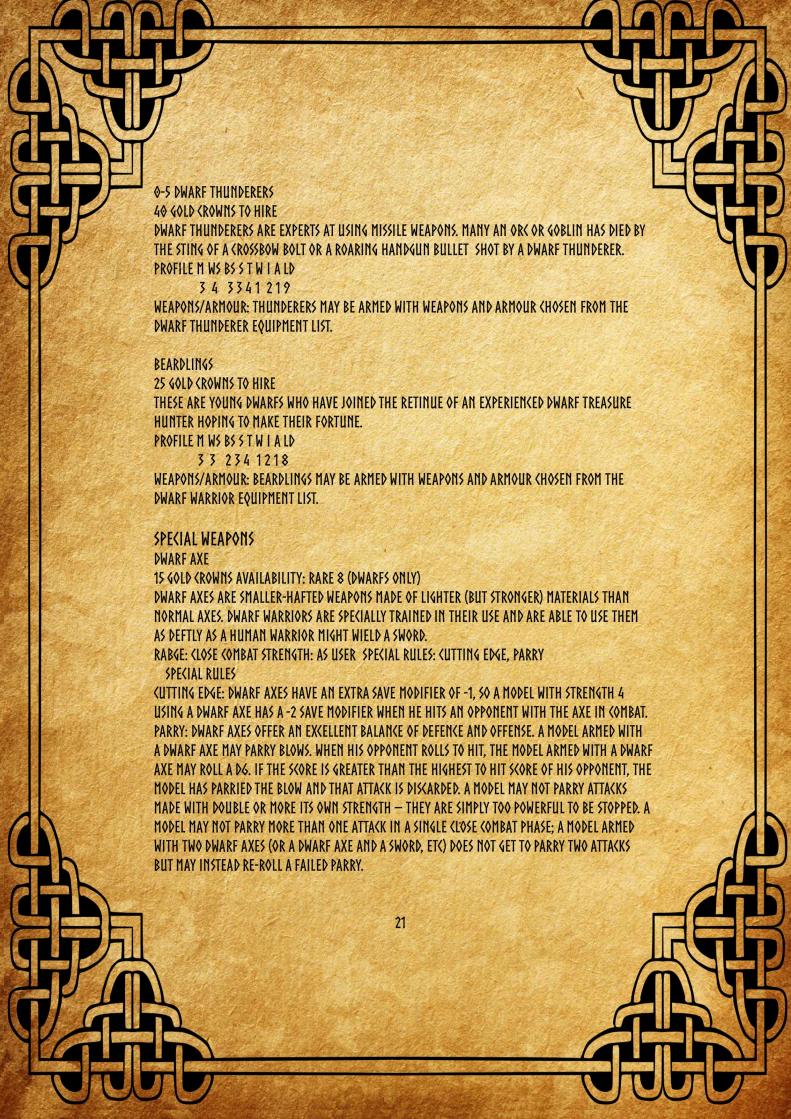
SPECIAL RULES

LEADER: ANY MODELS IN THE WARBAND WITHIN 6" OF THE DWARF NOBLE MAY USE HIS LEADERSHIP INSTEAD OF THEIR OWN.

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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 REPOLL 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 SKIIII

THE HERO HAS A THICK SKULL, EVEN FOR A DWARF. HE HAS A 3+ SAVE ON A DG 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).

