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<http://grafixgibs.tripod.com/Khemri/crsddwarves.htm>

The Cursed Dwarves

by Tommy Punk (these rules are still in a rough draft)

The Dwarfs built the stronghold Karak-Zorn in the Southlands upon the snow capped peaks, surrounded by the green steaming jungle. The Dwarfs in the Old World think that the stronghold of Karak-Zorn has been lost to attackers, they haven't been heard from in centuries and no one has been able to find a tunnel leading to the stronghold. The last words were that the Undeads had cut off the mountain roads and it was assumed that the Undeads had attacked or that the stronghold had fallen to the plagues of the skaven or in a war with the Lizardmen. The truth is far more sinister than a stronghold overrun by Skaven or Greenskins. The stronghold was besieged by undead but they never attacked, instead they had worked some foul magic and sealed the Dwarfs into their stronghold. As time passed the Dwarfs realise that their resistance to injuries had increased, but this blessing was shortlived as clansmen would rise from mortal injuries and more and more workers drifted into a form of daydreaming.

After a century the stronghold was filling up with warriors who refused to die of natural causes or battle injuries, they wandered slowly through the halls saying nothing, reacting to little and seemed to be daydreaming. Their features were pale and no blood was spilled when they were cut. They didn't care for their beard or hygiene and had to be tended by their family members. Other Dwarfs stopped eating normal food and lived only on the fallen enemies or rats that they hunted in the mining tunnels. Many of these Dwarfs were cast out of the stronghold for attacking and feeding on their comrades. Many Dwarfs took up the slayer oath and left the stronghold rather than remaining and endangering their comrades.

The nobles called a meeting and they all suspected that the answer lies somewhere among the ruins of the dead. The decision was made to send several warbands out to find an end to this curse.

DWARF SPECIAL RULES

All the Dwarf special rules apply.

CHOICE OF WARRIORS

A Dwarf warband must include a minimum of 3 models. You have 500 Gold Crowns to recruit your initial warband. Maximum number in the warband is 12.

HEROES

1 Leader
0-1 Priest
0-1 Longbeard
0-1 Slayer

HENCMEN

Clansmen
1-5 Shadow-selves
1-5 Dwarf Ghouls

DWARF SKILL LISTS

Leader: Combat, Academic, Strength, Special.

Priest: Combat, Academic, Strength, Special.

Clansmen: Combat, Strength, Special.

Slayers: Combat, Strength, Special.

DWARF SPECIAL SKILL TABLE

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

Magic Resistant. I don't believe in magic! Any effect from a magical spell or a scroll will not affect the Dwarf on a D6 roll of 4+.

Smith. The Dwarf is an expert smith. You may buy any 1 Common weapon for a half price between battles.

Gnollengrom. Only a Dwarf Leader may have this skill. The Dwarf has such an impressive beard that all the Dwarfs around him are inclined to respect him. The Warrior band may re-roll any failed rout tests.

Fearless. The model is immune to fear and counts terror as fear.

Dwarf Grit. If the model suffers a critical hit, he may roll a D6. On a roll of 4+ he will only suffer normal wound instead of any special damage caused by a critical hit.

SLAYER SKILLS

Slayers may choose to pick skills from this table as well as from standard

Dwarf skill table.

Ferocious Charge. The model may double it's attacks on the turn he charges. He will suffer -1 to hit penalty on that turn.

Monster Slayer. Model always wounds any opponent on a roll of 4+ regardless of Toughness, unless his own strength would make this less.

Berserker. The model may add +1 to his 'to hit rolls' when he charges.

Sweeping strike. The model may make 1 extra attack if he is engaged by more than 1 model.

Tattoos of Grimnir. The Slayer is tattooed by one of the Priests of Grimnir the Brave, the God of Slayers. The model now has a 5+ armour save. If you choose this result again, the save is increased to 4+, and so on, up to 3+. (The Slayer is then covered in tattoos!).

Fated. The Slayer is destined not to die easily. You may re-roll any result on the Serious Injury table. The second result stands, even if it is worse than the first one.

EXPERIENCE

The Dwarf Leader starts with 20 experience.

The Slayer start with 8 experience.

The Priest start with 0 experience.

The Longbeard start with 8 experience.

All Henchmen start with 0 experience.

HEROES

1 DWARF LEADER 70 Gold Crowns

The Dwarf Leader is a member of one of the noble families of the lost Dwarf Stronghold and has promised to return with a cure for the curse or die trying.

Profile	M	WS	BS	S	T	W	I	A	Ld
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Leader	3	5	4	3	4	1	2	1	10
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Weapons and Armour: Dwarf Leader Dwarf may be equipped with weapons and armour chosen from the Dwarf Equipment list.

SPECIAL RULES

Leader: Any Dwarf within 6" of the Dwarf Leader may use his Leadership characteristic when taking any Leadership tests.

0-1 PRIEST 50 Gold Crowns

The Priests of Grungni are as interested as any Dwarf in the warband to return with a cure but they have special powers that can be used against the Undead that they might meet.

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

Weapons and Armour: A Priest may be equipped with weapons and armour chosen from the Dwarf Equipment list. In addition he start the game with one vial of Blessed Water. The Priest has ready access to items of devotion and thus Blessed Water is common and Holy Relic is rare 6.

0-1 SLAYER 45 Gold Crowns

Slayers are members of the morbid Dwarf cult obsessed with seeking honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of the Dwarfkind.

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

Weapons and Armour: Troll Slayer may be equipped with weapons chosen from the Dwarf Equipment list but they may never wear armour or carry missile weapons. They have sworn to die in combat, and wearing armour would prolong their lives.

SPECIAL RULES

Immune to Psychology: Troll Slayers seek an honourable death in combat, and nothing in this world holds any terrors to them, as they already consider themselves dead. Troll Slayers are immune to all psychology and never break off from combat for any reason.

0-1 LONGBEARD 50 Gold Crowns

The longer a Dwarfs beard is the more respect he is given and the longbeards are veterans of some age. Though they often complain about their bad back or other mysterious pains they are skilled fighters.

Profile	M	WS	BS	S	T	W	I	A	Ld
Longbeard	3	5	3	3	4	1	2	1	10

Weapons and Armour: Dwarf Longbeards may be equipped with weapons and armour chosen from the Dwarf Equipment list.

HENCHMEN

CLANSMEN 35 Gold Crowns

These are Dwarf warriors in their prime: Tough, stubborn and brave warriors who can be relied to hold their own against any foe. The lure of riches is such a great temptation to Dwarfs that the Treasure Hunters never have trouble at recruiting warriors for their expeditions.

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

Weapons and Armour: Dwarf Clansmen may be equipped with weapons and armour chosen from the Dwarf Equipment list.

1-5 SHADOW-SELVES 25 Gold Crowns

These are the sorry state of the once proud clansmen, they wander around aimlessly and appear to be daydreaming. Some of the clansmen that have just recently fallen to this state can still be roused to attention by the sound of battle and can add some help in the fighting. In addition along the journey some of the Dwarf warriors have fallen into this state.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shadowself	3	3	0	3	4	1	1	1	5

Special rules

All Zombie Rules apply

1-5 DWARF GHOULS 70 GC

Some Dwarfs that fell ill to the curse have stopped eating normal food and live only on the fallen enemies or rats that they hunt in the mining tunnels. Many of these Dwarfs were cast out of the stronghold for attacking and feeding on their comrades, some of this have joined up with the warband and some Dwarf warriors fell into this state during the journey.

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

Special rules

All Ghoul rules apply.

DWARF EQUIPMENT LIST

The following lists are used by the Dwarf Warbands to pick their equipment.

Hand-to-hand combat weapons:

Dagger	1st free/2 GC
Mace	3 GC
Hammer	3 GC
Battle axe	5 GC
Sword	10 GC
Double-handed weapon	15 GC
Spear	10 GC
Halberd	10 GC
Missile Weapons:	
Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Hand gun	35 GC
Armour:	
Light armour	20 GC
Heavy armour	50 GC
Dwarf armour	80 GC
Shield	5 GC
Helmet	10 GC