



# The Guild of Expelled Engineers

The Engineers Guild is one of the most important, powerful and secretive of all the Craftsmen Guilds of the Dwarfs, whose purpose is in providing the Everlasting Realm with the latest in a long-line of technological advancements and magnificent machinery.

This illustrious institution is located within the great workshops of Zhufbar, located along the shores of the massive lake known famously as Black Water. It is from here that the Guild regularly teach new and would-be Dwarf Engineers on the basic's on mathematics and standard engineering. Most of their inventions are practical: pump to clear water from mine workings, engines to draw steel cages up vertical shafts and steam-powered drilling devices to penetrate the underworld. Since their beginning, the Engineers Guild has also developed machines for battle, war engines to wreak havoc upon their foes. Despite many technological breakthroughs, it is a conservative guild, believing proven methods are best. Innovation is frowned upon, and apprentices are taught that, 'new ideas lead to trouble'. Naturally, some youths oppose this mindset and tinker with outlandish inventions. Most, such as the alcohol vapour engine, come to a bad end, but a few are begrudgingly accepted. The tension between creation and tradition has caused many visionaries to be expelled from the guild, which has a number of traditional (and highly embarrassing) rites of expulsion. Some win re-admittance if their invention later wins acceptance, although typically, acknowledgment occurs long after its creator's death. For those few Engineers, the exile is often the anvil upon which many fantastical inventions are forged.

## Special Rules

The following special rules apply to all warriors in the warband:

**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 clubs, maces, etc. They too are not easy to knock out!

**Armour:** Dwarfs never suffer movement penalties for wearing armour.

**Field Test:** the Engineer and Apprentices can use any weapon or armour created through the Inventions table. Lads that get talent will also be forced to partake in this risky endeavour. The Sapper being a bit more wary will only wear armour based inventions.

**Death of a Leader:** in the event the Expelled Engineer dies, he will pass the Book of Bad Ideas onto an Apprentice Engineer, who will take over the Title of Engineer, allowing him to take the inventor special rule and hire a new apprentice.

## Choice of Warriors

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

**Expelled Engineer:** Dwarf Engineers warband must have Engineer: no more, no less!

**Sapper:** Your warband may include up to 1 Dwarf Sapper.

**Apprentice Engineers:** Your warband may include up to 2 Apprentice Engineers

**Thunderers:** Your warband may include up to 5 Thunderers

**Beardlings:** Your warband may include any number of Beardlings

**Gyrocopter:** your warband may include a single Gyrocopter

## Starting Experience

Expelled Engineer starts with 20 experience.

Sapper starts with 8 experience

Apprentice Engineers starts with 0 experience.

All Henchmen start with 0 experience.

## Characteristic Increase

When warband members gain enough experience for an Advance (see the Experience section of the Mordheim rulebook), it is likely that they will roll a characteristic increase. Dwarf characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only add one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	7	6	4	5	3	5	4	10

## Engineer Skill Table

	Combat	Shooting	Strength	Academic	Speed	Special
Engineer		✓	✓	✓		✓
Sapper	✓		✓	✓		✓
Apprentice		✓	✓			✓



# Heroes



## 1 Expelled Engineer

85 Gold Crowns to hire

Sometimes (the majority of times) an idea is too radical for the guild of Engineers, and the Inventor is thrown from their ranks. In some this causes great disgrace, and they take the slayers oath to displace the shame on their family line, but for oaths this steals their determination and they take to road, determined to prove their ideas viable. If their idea is a great idea, then many of their forefathers may have also been sound. Hence they take the book of bad ideas, to prove these inventions worthy of going down in the annuals of dwarf history.

**Profile** M WS BS S T W I A Ld

Engineer	3	4	5	3	4	1	2	1	9
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**Weapons / Armour:** An Engineer may equip himself with weapons and armour chosen from the Engineer equipment list.

**SPECIAL RULES**

**Leader:** Any warrior within 6" of the Expelled Engineer may use his leadership characteristic when taking any Leadership tests

**Inventor:** In the Trading phase, instead of searching for rare items or visiting a location, the Engineer may instead attempt to create a new invention from the book of bad ideas. The Engineer needs the book and the listed ingredients to do this, and must pass the difficulty test stated on the invention.

## 0:2 Apprentice Engineers

Virtually every visionary engineer has been expelled by the Engineers Guild, only to be re-admitted later on (often posthumously) after their insane invention is finally proven to work. If these youngling engineers have chosen the right Lord to follow, they will be hailed as heroes when they return to the Karak. Of course, plenty of dwarfs who only thought of themselves as visionary have been expelled, too. 40 Gold Crowns to hire

**Profile** M WS BS S T W I A Ld

Apprentice	3	3	3	3	4	1	2	1	7
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**Weapons / Armour:** An Apprentice Engineer may equip himself with weapons and armour chosen from the Engineer equipment list.

**SPECIAL RULES**

**Assistant:** An Apprentice will assist the Expelled Engineer with his inventions, for each apprentice dedicated to the project post game the Expelled Engineer adds +1 to his roll to create. Alternatively an apprentice may search for rare items in place of the Engineer, gaining any bonuses to rarity rolls the Engineer may benefit from.

## 0:1 Sapper



60 Gold Crowns to hire

Sappers are military engineers, skilled in a number of fields, such as making explosives, assembling artillery, and commanding engines of war (what they do almost as well as an Artillerist). Their particular area of expertise is the digging of tunnels, either to undermine walls or to gain entry to fortifications

**Profile** M WS BS S T W I A Ld

Sapper	3	4	3	3	4	1	2	1	8
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**Weapons / Armour:** A Sapper may equip himself with weapons and armour chosen from the Engineer equipment list.

**SPECIAL RULES**

**Make Explosives:** a Sapper may spend the post-game phase making explosives instead of searching for Rare items. Roll a Ld test: if the Sapper succeeds you can craft up to two Blast Charges for 9Gc each, up to two doses of Flash Powder for 11Gc each, a Fire Bomb for 21Gc or a Cinderblast bomb for 27gc (pick one and spend Gc before rolling) .

**Tunnel Rat:** re-roll characteristics tests when underground.

**Cinderblast Bomb**

45+3D6 gold Crowns

**Availability:** Rare 10 Sapper Only

**Range:** 2-8", **Strength:** 6(under hole), 3 in area

**SPECIAL RULES**

**Blast Charge:** the Cinderblast uses a small blast template as its radius. Any model hit directly by a Cinderblast suffers D3 Strength 6 Hits, any model under the rest of the template suffers 1 Strength 3 Hit.

**Scatter:** if the sapper fails the BS to hit roll the charge misses the target it scatters a random direction D6 inches from the Sapper.

# Genchmen

## 0.5 Thunderers

50 Gold Crowns to hire

Thunderers are those Dwarfs that have been trained in the use and maintenance of a customized handgun or firearms, forming into their own regiments of armor-piercing missile infantry. It took many, many years after the Dwarfs had discovered the revolutionary use of black powder before the handgun became widely used as a weapon. Indeed, in these earlier times, these handguns were held with great suspicion by the highly conservative Dwarfs, with the earlier prototypes usually being only given to Dwarf Engineers. Now, however, nearly all the Dwarf Holds within Karaz Ankor can now field whole regiments of Thunderers -- the name given to handgun-equipped units

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

**Weapons / Armour:** A Thunderer may equip himself with weapons and armour chosen from the Engineer equipment list.

### SPECIAL RULES

**Properly Used:** any Thunderer worth their beard knows their weapon inside and out. When using the optional Misfire rules, if a one is rolled, roll a second dice. On a 3+ the misfire is ignored (the shot still misses, but the weapon does NOT explode).

## Beardlings

25 Gold Crowns to hire

Many of the proponents of the old ways are older members of Dwarf community. Beardlings are not as set in their thinking and are more easily coerced into wild plans, with tales of the wide world and adventure. Spryer than their fellows, they are often used as scouts, roaming ahead of the rest to spy the land and observe enemy activity.

Profile	M	WS	BS	S	T	W	I	A	Ld
Beardling	3	2	3	3	4	1	2	1	7

**Weapons / Armour:** A Beardling may equip himself with weapons and armour chosen from the Engineer equipment list.

*Dwarf should have his feet on the ground or, more preferably, a hundred feet below. But they're nippy little buggars, I can tell you, and useful for getting behind the enemy and given 'em a good wallop up the backside with that rapid-firing gun."*

*-Durgrim Redmane, Longbeard*

## 0.1 Gyrocopter

100 Gold Crowns to build.

Gyrocopters are revolutionary flying machines that provides the armies of the Dwarfs with dedicated aerial support or as a form of fast reconnaissance. These warmachines use a revolutionary rotor-blade steam engine that allows it to take off into the air and land vertically or even hover on the spot, becoming the first technological marvel to achieve the ability of flight.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gyrocopter	2d6	-	-	-	5	3	-	-	-

**Special Rules:** Fly, Transport, Full Steam Ahead, Engine Malfunction.

### SPECIAL RULES

**Space:** the gyrocopter starts with 1 seat available. This may be improved via Tinker.

**Full Steam Ahead!** The Gyrocopter can achieve a burst of speed, moving only in a straight line, but at a risk. Roll a D6: if the result is 6 you must roll on the Engine malfunction chart, otherwise add the result of the dice to the Copters total speed. A warrior with the Driver skill can re-roll results on the Engine Malfunction chart (the new result must be accepted). When a Gyrocopter equipped with a Steam Engine is hit in the with a result of Draft Creature, it has hit the engine, the engine has a toughness of 6 and if wounded, roll on the Engine Malfunction chart.

### Engine Malfunction

**1 - Kaboom!** The engine explodes spectacularly, dealing D6 wounds to the Copter hull, any model within 4" of the bow takes a S5 flaming hit and the copter is now on fire and immediately swerves 45 degrees in a random direction and crashlands straight down (suffering a further D3 S5 hits to the hull, and causing D3 S5 hits to anyone underneath!).

**2 - Dangerous Overpressure!** The Gyrocopter suffers 1 wound and plunges 6" forwards and lands (taking damage if it collides with anything).

**3-4 - Emergency Vent.** Any models within 4" of the bow take D3 S2 flaming hits and the Gyrocopter immediately lands in the nearest available free space beneath it. The Gyrocopter cannot move next turn.

**5 - Minor Leak.** The Gyrocopter immediately lands in the nearest available free space beneath it and cannot move next turn.

**6 - Valve Locked.** The Gyrocopter can only move 2D3" this turn, but cannot turn.

## Dwarf Engineer Equipment List

The following list is used by Dwarf Engineers to pick their equipment.

### Hand-to-hand Combat Weapons.

Sword.....	10gc
Hammer.....	3gc
Dwarf Axe.....	15gc
Two Handed Weapon.....	15gc
Gromril Weapon.....	3xthe price

### Missile Weapons

Pistol/Brace .....	15/30gc
Handgun.....	25gc
Crossbow.....	25gc
Repeater Pistol.....	25gc
Repeater Handgun.....	50gc

### Armour

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

### Miscellaneous Equipment

Book of Bad Ideas* .....	50gc
Rope and Hook.....	5gc
Superiour Black Powder.....	20gc

\*Expelled Engineer Only

# Dwarf Engineer Skill List

## 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 is Taken Out

## Thick Skull

The hero has a thick skull even for a Dwarf. He has a special 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).

## 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.

## Tunneler

The Sapper has an uncanny sense of direction and knows exactly where to position charges in tunnels. If equipped with a cinderblast charge and underground, the Sapper may use the charge to blow a hole to the surface. Any model standing directly above the position of the charge suffers a S4 hit and a new opening to underground is made in that spot. Sapper Only.

## Tinkerer

The dwarf is constantly thinking improvements, even in the head of battle! In the post game the dwarf may roll on the customisation chart to try and improve the gyrocopter. If they have chosen to tinker they may not do any other action post game.

## Quick Thinker

The dwarf may add +1 to any roll on the experimental weapons chart.

## Master Inventor

The Engineer may now attempt D3+1 inventions in the post-game phase rather than 1. Expelled Engineer Only.



## Customisation chart

2D6	Result
2	<b>That didn't go well!</b> Over-enthusiastic tinkering coupled with a wobbly ladder means that something important has been sliced off! Roll again on this chart (rerolling any further instances of 'That didn't go well!' and 'Breakthrough!') but instead of increasing the characteristic rolled, decrease it/lose the upgrade.!
3	<b>Bomber.</b> The gyrocopter has been modded with hatch below it to drop mortar like bomb onto unsuspecting warriors below. any time during your movement phase you may choose to drop a bomb. First roll an artillery dice, then move a small blast template that far back your movement path. Anyone under the template suffers a strength 4 hit. on a misfire result, the Gyrocopter and the Steam engine suffer the hit instead as the shell explodes inside the hull. Bombs must be individually purchased for 25 gold each.
4	<b>Every Gear and Gizmo.</b> For some reason, the engineer decided that more gizmos were needed! although it may seem illogical, the extra gears give Gyrocopter +2 Movement.
5	<b>Room for Activities.</b> A stroke of genius on the engineer's part as they have cleared out the hull, giving the gyrocopter the ability to carry +1 Passenger
6	<b>Stablizers:</b> New stabilizing wings and fins allow smoother and more controlled descents in case of accidents. When a result on the Engine Malfunction or Wheel Damage causes the Gyrocopter to come to a halt and/or land, it can always choose to glide up to 2D6" away from its accident site (in any direction) before plunging down and landing.
7	<b>More Reliable.</b> The engineer has tuned the engine to perfection, allowing a reroll on the Engine Malfunction table. Reroll this result if gotten multiple times.
8	<b>Steam Cloud.</b> The Gyrocopter is -1 to hit with Missile Weapons. This result can only be gained once. Reroll further results of steam cloud.
9	<b>Weapons Mount.</b> a smartly placed weapons mount allows the gyrocopter to attach an artillery weapon on the frame without taking up precious seating space. You may purchase any swivel-mounted artillery weapon, which can be manned by either the Pilot (if the Gyrocopter is stationary) or another passenger.
10	<b>Reinforced Hull.</b> Armoured plating lines the inside of the gyrocopter giving it +4 Armour Save
11	<b>Steel propellers.</b> A propeller frame gives the Gyrocopter +1 Wound.
12	<b>Breakthrough!</b> If by accident or by design, the tinkering has worked brilliantly! Roll a further D3 times on this chart, ignoring any further rolls of 'Breakthrough!'

# Inventions

Inventions are created by the Engineer, all the blueprints necessary are in the Book of Bad Ideas, the only limits are resources and how bad an idea it is! All inventions suffer from being experimental. When rolling to hit a 1 means something has gone drastically wrong! Roll on the experimental weapons chart. For items that do not have to roll to hit, roll a D6 when used and on a result of 1 the device still works but you must then roll on the experimental weapons chart.

When rolling for building an Invention a roll of 2 on the difficulty test is a critical failure! All ingredients are lost.

## Master Key

Difficulty 8

**Components:** Blunderbuss + Handgun

Makes a handgun fire a small blast template once per game. Auto opens doors, and the blast template extends through the hole where the door once was. Does not affect large gates.

## Boom Hammer

Difficulty 10

**Components:** Double Handed Hammer + Superior Black Powder

**Strength:** as user +2,

**Special Rules:** Strike Last, Full Steam

**Full Steam:** Once per close combat the dwarf may choose to attack with an additional +2 strength (+4 total) This mighty black powder assisted swing will throw them off balance and the next time they are attacked they are at +1 to hit.

## Launching Vertical Assistance Rope

Difficulty 7

**Components:** Pistol + Rope and Hook

Pass all climbing and diving checks on a 3+

## Stand and Deliver

Difficulty 7

**Components:** Handgun+Spear.

Counts as a Handgun and a spear with the following special rule:

**Point Blank:** Strike first in the first round of combat with a Rifle shot and a spear attack.

## Repeaterbuss

Difficulty 10

**Components:** 4 x Blunderbuss + Repeater Handgun.

Can fire 4 blunderbuss shots all at once, roll for misfire on each shot.

## Escape pod

Difficulty 8

**Components:** Any Armour + Toughened leathers + sacrificial Goat (for the grease)

Counts as whatever armour type it is made out of with the following special rule;

**Greasy escape:** After a failed armour save the dwarf may launch himself from his armour D6" breaking combat without hits against him. the armour is retrieved after the match and the "pod" must be restocked with grease (goat).

## Hug Thrower

Difficulty 6

**Components:** Crossbow + Net

**Range:** 30"

**Move or Fire**

Allows the Dwarf to launch a net at the full range of a crossbow. Enemies have a -1 penalty to their strength test when trying to escape the net. on a to-hit roll of 1 the net fails to clear the firing rail and wraps around the dwarf!

## Auto-Stand

Difficulty 10

**Components:** Heavy Armour + Superior black powder.

Dwarf Gains the **Jump up** skill whilst wearing the armour

## Golden Gun

Difficulty 10

**Components:** Double Barrelled Hunting Rifle + Flash Powder

Counts as a Double Barrelled Long Rifle With the following rule;

**Payday:** A desperate and powerful weapon, the Dwarf stuffs as many Gold Coins as he can bear to part with down the specially modified barrel.

Every 5GC constitutes a +1 Strength slug (ie: 25GC = S5) No more than 30GC can fit in the barrel at one time.

## Para-Pillow

Difficulty 10

**Components:** 5x Cathayan Silks + 2x Rope and Hook

The dwarf can leap off a tall building and sail gracefully(ish) to the ground. The Dwarf may glide as described in the wings mutation from corrupted characters.

## Siege Breaker

Difficulty 11

**Components:** Treasure Cart + Powder Keg + 10x Belaying Pins + Superior Black Powder + Gromril Hammer

A modified piece of mining apparatus, this clanking whirring machine can make a hole where there was none in a jiffy!

The cart takes 2 units to move at half speed, or 4 at regular speed. Place against a wall or barred door and roll on the following chart.

1. She's gonna blow! Something has gone terribly wrong. The siege breaker explodes causing a S4 hit to all models within 4"
- 2-4. Here's Johnny! The Breaker creates a hole in the surface, big enough that models can shoot through it. If this is the 2<sup>nd</sup> time this result is rolled then count it as a 5-6.
- 5-6. Party time! The siege breaker completely destroys the door. If you are breaking through a wall, it creates a hole 1" wide, enough for non-large models to move through.

## Full Metal Jacket

Difficulty 12

**Components:** Handheld Mortar + Heavy Armour + Net.  
**Range:** 24"

This is a stronger version of the hug launcher that fires a straight jacket like armour at the target. The trapped victim will be at -2 strength to escape from the net. If this hits a model in the water they will automatically sink and be out of action. Even aquatic models.

If this hits a large model it will wrap around their head, leaving them blinded and moving 2d6 in a random direction each turn until they free themselves.

### Back Off Armour

Difficulty 12

**Components:** Heavy Armour + powder keg.

Counts as heavy armour, with the follow special rule;

**Get off!** Once per game, all models in base contact suffer a S3 hit and are knocked back D6". A new powder keg must be purchase after each use.

### Death Roller

Difficulty 12

**Components:** Cart+6xAxe+6xSword+Steam Engine+Armoured Plating

In the book of bad ideas despite its extensive use on the blood bowl field, the Death Roller brings the random chaos to the streets, carving up anything that stands in its way.

The death roller acts as a cart with all the associated special rules for steam engine and armoured plating, but will cause D6 Impact hits at a strength equal to the distance it travelled that turn to any model that stands in its way.

### Goblin Hewer

Difficulty 12

**Troll Slayer engineer only.**

**Components:** 12xAxe, 6xRope and hook, Bolt Thrower

**Range:** 6-26"

**Strength:** 4

**Special Rules:** Hard to Fire, Cumbersome Movement, Reload, Aim, Broadside Shooting, Carve em up.

#### SPECIAL RULES

**Hard to Fire:** Firing artillery weapons requires a good crew, a maintained weapon, and technical knowledge. They require a team of two to fire (or one if the model is Large), but only one crewmember needs the Artillery Expert skill. All of the normal shooting rules apply (with some exceptions below), but no Shooting skills apply to these weapons.

**Cumbersome Movement :** A single crewmember can move an Artillery weapon at half his movement, two crewmembers can move it at their full movement. They cannot run however.

**Reload!** These weapons require one full turn with the crew preparing the shot (place a marker next to it when loaded), and can only fire in the following turns. Note you may still have to aim (see below).

**Aim!** Artillery weapons may not move and fire in the same turn, and they are so Cumbersome that pivoting on the spot (to aim) counts as moving it (unlike other shooting weapons which can pivot freely every turn). Thus, artillery weapons must draw a straight line from their nozzle to their target (with a 1" leeway) to be able to shoot at it.

**Broadside shooting:** when shooting at buildings or boats the size of a barge or larger, if the target is within 10" the shot hits automatically.

**Carve Em Up:** the Goblin Hewer fires 2D6 shots each time it is fired. Nominate a target model and roll 2d6, Once you have determined the number of shots, you must spread the number of shots evenly between the target model and another model within 6" (friend or foe!), after this is done, roll to hit and to wound as normal for each shot.

## Experimental Weapons Chart

D6

### Result

1

**Scrap:** The weapon is mangled beyond repair. The only use left for it is as a fancy club or as scrap metal. The weapon must be removed from the warbands roster. They may choose to either add 1 club to the warbands roster or add 3 gold crowns for the scrap metal value.

2-4

**Badly Mangled:** The weapon is just a pile of bits at the moment. The engineer thinks he can fix it, but wouldn't like to guarantee it. You can either not risk it add and the bits to the warbands parts pile, counting as gaining 1 item used in the construction of the device, or you can try to repair it. Roll a D6, on a 3+ the weapon is repaired and can be used as normal from now on. Any other result means that the engineer was being more optimistic than realistic, the weapon is useless and there are not enough bits to even make an eggcup out of! The weapon is removed from the roster.

5-6

**Few Bits Missing:** The weapon is damaged, but the engineer has just the right parts to fix it! The weapon is fine, apart from a bit of cosmetic damage, and can be used as normal from now on.