

Dwarf Starter Army

Dwarfs (Good)								
Ironclad								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	4+	-	5+	10	14/16	110	Headstrong
- Banner							15	
- Dwarven Throwing Mastiff							15	
- Brew of Courage							20	
Shieldbreakers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	4	4+	-	4+	10	11/13	85	Crushing Strength (1), Headstrong
- Musician							10	
- Dwarven Throwing Mastiff							15	
- Brew of Haste							15	
Ironwatch								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	4	4+	5+	4+	10	11/13	100	Crossbows, Headstrong, Piercing (1), Reload!
- Exchange crossbows for rifles, gaining Piercing (2)							15	
Ironbelcher Cannon								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	5+	1	10/12	85	Blast (2D6+1), Elite (if within 6" of a Warsmith), Grapeshot, Headstrong, Piercing (4)
Warsmith								Hero
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	4+	-	5+	2	10/12	75	Crushing Strength (1), Headstrong, Individual, Inspiring (War Engines only)
- Diadem of Dragon--kind							40	
							600	

- Banner** When testing the Nerve of an enemy unit that has a banner, you suffer from -1 penalty to your total, as the enemy will be braver under the colours of their lord. Note that this does not apply to Heroes that carry banners.
- Blast** This rule is used for all weapons that explode on impact with the target or otherwise inflict massive amounts of damage with a single hit. If the unit's ranged attack hits the target, roll a die as indicated in the bracket and multiply the hit by the result of the die. For example, if a unit suffers a hit from a Blast (D6) ranged attack, it will suffer from one to six hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused.
- Brew of Courage** When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
- Brew of Haste** The unit has +1 Speed.
- Crushing Strength** Used to represent the devastating effects of melee hits from creatures of terrible strength or that are equipped with very heavy close combat weapons or even magical weaponry. All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Diadem of Dragon--kind** The unit has the Breath Attack (10) special rule.
- Dwarven Throwing Mastiff** The Dwarfs train a breed of war-dog that is infamous for being even more vicious and hard-headed than its creators. Mark a unit that has been equipped with throwing mastiffs with one or more such model. The unit then counts as being equipped with a throwing weapon that can be used only once per game (remove the mastiff markers once the weapon is used up). When you release the hounds, roll 5 dice to hit, regardless of the firer's Attacks. Dogs always hit on 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again, as the surviving dogs savage the unfortunate opponents. Repeat this process again and again until you fail to score any damage, at which point even the toughest of the dogs have been put down or have run off to bury some of the enemies' limbs. Against units with the Shambling special rule, you can re-roll any dice that fails to damage... the mastiffs are that keen.
- Elite (if within 6" of a Warsmith)** Creatures with this rule are supremely skilled – true masters of the art of war. Whenever the unit rolls to hit, it can re-roll one of the dice that failed to hit.
- Grapeshot** Instead of normal shot, cannons can be loaded with buckets of nails, bullets and other assorted nastiness, which allows them to be fired against enemies nearby like a massive shotgun. The unit may either fire normally or fire a Breath Attack (10) with Piercing (1).
- Headstrong** "Wavering's for little wide-eyed girls with ribbons in their hair... and Elves." – Dwarf proverb. Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and can act normally that turn.
- Individual** A single guy running around the battlefield benefits from having much greater freedom of movement than regimented troops, and is difficult to pinpoint in the confusion of battle (unless he's sitting on a huge flying beast, that is). Units with this rule are normally made of a single model representing a roughly mansized individual. These obviously behave in a very different manner from regimented units or very large creatures. The following rules represent this: The individual does not have any flank or rear facings. Consequently, it is able to see, and

therefore shoot and charge, all around.

The individual can make any number of pivots around its centre as it moves, including At The Double!

Enemies never double/treble their Attacks when fighting the individual, regardless of their position. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however.

When shooting against the individual, enemies suffer an additional -1 penalty on their rolls to hit.

When charging the individual, move into contact with it normally, but after making contact, turn the individual to face the front of one of the units you charged it with rather than the other way around. In addition, if the individual is routed and the charger decides to advance D6" directly forward, it can make contact with another enemy unit. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again! This rule represents the fact that an individual is often not enough to completely stop a charging unit in its tracks. Note that this rule applies to charging individuals as well.

**Inspiring
(War
Engines
only)**

The bravery of a heroic general, or the presence of a great big flag, can convince warriors to stand their ground a little longer. For creatures like the undead (that don't care much about banners), the proximity of their general or of a sorcerous banner fills them with supernatural energy. If this unit, or any friendly unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Musician

When testing the Nerve of an enemy unit in combat with one or more of your units containing a musician, you can add +1 to your total, as the terrifying effects of the instrument take their toll on the foe's morale.

Piercing

This rule is used for all ranged attacks that can penetrate armour with ease (such as shots from rifles and war engines), as well as spells and other magical ranged attacks. All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage. In addition, ranged attacks with a Piercing value of at least (3) are so powerful that they can punch their way through cover easily, so they never suffer the -1 penalty for soft cover on their rolls to hit. They also suffer a -1 rather than -2 to hit when shooting at targets in hard cover.

Reload!

Some powerful missile weapons take much longer to reload, making them less flexible. The unit can fire only if it received a Halt order that turn.