

Dwarf Kingdoms

Disaster and war has left the dwarf kingdoms scattered and cut off, but their people remain strong and undaunted. Well-suited to mountainous terrain, they are formidable enemies who fight to the death.

There are three major Dwarven settlements remaining in the west of Ryeworld: the Free City of Forge, Rockholler in the Arcadian Mountains and Stahlburg in the Gray Wall Mountains.

Forge is the youngest of the three, having grown from a trading post during the days of the Hesperian Empire into a major commercial port and factory town. Under the protection of the King of Weirland, Forge's arms and weaponry are highly sought after by all of the successor kingdoms. Though there is considerable antipathy in Weirland towards both the Dominion and Godenland, Forge trades freely with these states.

Rockholler is located on the eastern slopes of the Arcadian Mountains and it is actually the chief state of a federation of dwarven city-states. Many provide arms and goods for the isolated communities in the Western Vales, though trade caravans still reach Forge. They have few dealings with Arcadia's elves.

Stahlburg is located near the Mons Clerikos Pass and is the most powerful dwarven realm.

In ages past, Stahlburg's dwarves marched to the aid of the Pyleans at the Battle of the Declean Hills and though there have been tensions from time to time, the alliance between the Thraciots and the dwarves remains strong.

Though jealous of the majesty of the Hesperian Empire at its height, the dwarves made enormous profits. Not a few graybeards have remarked that if only the humans could get their act together again, it wouldn't be so bad.

Geography: Forge is built above ground, with extensive underground galleries bored into the rock. A deep vein of copper and iron runs beneath the town, and these have helped fuel its growth.

Rockholler is in a deep-cut valley running into the Arcadian Mountains and its surrounding settlements range from underground forts to open-air villages.

Stahlburg is a massive underground complex so vast and powerful that parts of it weathered the Age of Woe. Before then, it was but a minor settlement to the great dwarven city that has now vanished (and whose name the dwarves do not speak). Its leader is held High King of all the dwarves and it is believed that somehow the scattered communities are still able to communicate – perhaps via long underground passages.

Military: With the exception of Forge, dwarven armies tend to rely on heavily armored infantry raised by the various clans. Dwarves bear burdens easily, so they will often carry small siege engines with them and assemble them before the battle.

Army Special Rules

Tough

Dwarves are justly famous for their toughness and ability to endure hardship. To reflect this, Dwarves receive a bonus of +1 to their base save rating. Thus a dwarf model

with no armor still receives a 6+ save; one with light armor gets a 5+ save and so forth. This means magic armor will also be more effective.

Non-Magical

Dwarves are very resistant to magic. Dwarf armies receive 2 countermagic attempts per 1,000 points of the army (rounded up).

Characters

Dwarf High Lord

Dwarven armies are often led by mighty lords whose lineage stretches back thousands of years into the Age of Woe.

Character on foot **130 points**

MS	SS	SV	W	AT	MV	ML
6	3	6	3	3	4	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 3 magic items. May carry throwing axes for +15 points.

Dwarf Lord

Proud and clannish, Dwarven Lords often lead units composed of their personal vassals.

Character on foot **75 points**

MS	SS	SV	W	AT	MV	ML
5	3	6	2	2	4	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 2 magic items. May carry throwing axes for +15 points.

Dwarf Thane

Thanes often lead individual units.

Character on foot **55 points**

MS	SS	SV	W	AT	MV	ML
4	2	6	2	2	4	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 1 magic items. May carry throwing axes for +10 points.

Dwarf Engineer

Dwarf engineers often assist artillery crews, providing superior accuracy and reliability for their war machines.

Character on foot **55 points**

MS	SS	SV	W	AT	MV	ML
3	4	6	2	2	4	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 1 magic items. May carry throwing axes or light crossbow for +20 points, or heavy crossbow for +30 points.

Special Rule: Extra Crewman. Dwarf engineers can attach themselves to dwarf artillery and this allows them to use his Shooting Skill to hit enemy targets. He may only assist one engine per turn.

ARMORY

Dwarf characters may be outfitted from one choice on each of the following lists.

Armor

Item	Cost	Effect
Shield	3	5+ save
Light armor	3	5+ save
Light armor and shield	5	4+ save
Heavy armor	5	4+ save
Heavy armor and shield	8	3+ save

Melee Weapons

Item	Cost	Effect	Shield?
Mace	5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	15	Adds 1 attack	No
Pike	5	AP 1, AP 2 if set	No

Units

Clansmen

Seasoned warriors, dwarven clansmen traditionally fight with axes and shields.

20 models **260 points**
+6.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	2	3	1	1	4	B

Equipment: Heavy armor, shield, axe, and throwing axes.

Shieldbreakers

Some dwarves have discarded their traditional axes for war hammers and maces.

20 models **320 points**
+8 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	2	3	1	1	4	B

Equipment: Heavy armor, shield, mace, and throwing axes.

Dwarven Pikes

Dwarves are famously poor horsemen. To compensate for this and ward off marauding cavalry, dwarves often fight with spears in dense ranks.

20 models **320 points**
+8 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	2	4	1	1	4	B

Equipment: Heavy armor, pike and throwing axes.

Great Axes

Some clansmen prefer the raw power of the two-handed axe.

20 models **280 points**
+7 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	2	4	1	1	4	B

Equipment: Heavy armor, great weapon, and throwing axes.

Heavy Crossbows

Dwarves prefer firepower to finesse. The slow rate of fire of their heavy crossbows is (in their view at least) more than offset by their long range and impressive impact.

5 models **65 points**
+13 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	3	5	1	1	4	B

Equipment: Heavy crossbow, light armor.

Dwarven Dragoons

While dwarves dislike horses, they respect sturdy animals like mules and hill ponies. Sometimes small units of dwarves will utilize these animals to move about the battlefield.

5 models **75 points**
+15 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	3	5	1	1	6	B

Equipment: Light crossbow, light armor.

Special Rules: Skirmishers, Dragoons. Dragoons use their steeds only for movement and dismount to fight and shoot. Dragoons do not count as cavalry.

Rangers

Rangers are skilled mountaineers who often probe ahead of the dwarven army or guard its flanks.

5 models **80 points**
+16 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	3	5	1	1	4	B

Equipment: Short bow, light armor.

Special Rule: Skirmishers

Longbeards

The most experienced Dwarven warriors use massive great axes that they wield with practiced ease. These elite troops often form the bodyguards of nobility and they are never committed to battle lightly.

20 models **340 points**
+8.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
5	3	3	1	1	4	A

Equipment: Heavy armor, shield, great axe, throwing axes.

Rune Masters

The greatest dwarven warriors are fitted out with armor of exquisite craftsmanship and armed with superlative weapons. They are truly in a class by themselves.

20 models **420 points**
+10.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
5	3	2	1	1	4	A

Equipment: Rune armor, shield, rune axe, and throwing axes.

Special Rules: Rune armor, rune axes. Rune armor is Armor of Dwarven Steel by another name, granting the wearer a save of 4+, which when combined with shield and the innate toughness of dwarves, grants a 2+ save. Rune axes are heavy, precision-forged blades enchanted with potent sigils, giving them AP 2.

Bolt Thrower

Dwarves are famous for carrying heavy loads long distances. They have put this to good use with their field ballistae – light siege weapons that can devastate ranked enemy units.

3 models **120 points**

MS	SS	SV	W	AT	MV	ML
2	3	6	2	1	2	B

Equipment: Two crew, one engine.

Stone Thrower

Dwarven stone-throwers can smash enemy battlements with a single shot.

3 models **140 points**

MS	SS	SV	W	AT	MV	ML
2	3	6	3	1	2	B

Equipment: Three crew, one engine.

Flame Projector

Dwarven engineers have developed a horrific device which can spray liquid fire short distances.

4 models **170 points**

MS	SS	SV	W	AT	MV	ML
2	3	6	3	1	2	B

Equipment: Three crew, one engine.

Special Rule: Flame Projector. The flame projector can send an intense spray of burning chemicals for shot distances – much to the dismay of enemy units. It has the following effects:

Range to target	AP	Hits	To hit modifier
Up to 8"	3	2d6	+1
8"-16"	2	D6	0

Like other artillery, the Flame Projector can fire every shooting phase. Unfortunately, the Flame Projector is also somewhat unreliable. If a "1" is rolled to hit, there has been a misfire and the weapon must be cleared and reloaded, so it will miss the next shooting phase. Turn the engine model around to indicate this.