

WARHAMMER®

DWARFS™



WARHAMMER ARMIES







DWARFS

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PRODUCED BY THE GAMES WORKSHOP DESIGN STUDIO

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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INTRODUCTION

From their fortress strongholds in and below the snow-capped mountains, the Dwarfs look out upon a world they once ruled. Many millennia of war and invasion have embittered the Dwarfs, forging them into a race of hardened warriors. Now they seek to reclaim what was once their own.

This volume is the definitive guide to the Dwarfs, the most tenacious warriors of the world. They miss no opportunity to record a grudge and will go to any lengths to settle old scores with the edge of an axe. So don your mail, swear your oath to the High King and prepare to march to battle.

WARHAMMER – THE GAME OF FANTASY BATTLES

If you are reading this book, then you have already taken your first steps into the Warhammer hobby. The *Warhammer* rulebook contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own army book that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer world. This book allows you to turn your collection of Dwarfs into a heavily armoured avenging army, an indomitable force that will hammer and hew their way to victory, no matter what the cost or who the foe.

DWARFS

A Dwarf army is a formidable sight, with ranks of bearded and heavily armoured warriors, their shields and banners identifying clans, guilds and gods. The doughty steel-clad infantry are supported by powerful engines of war, machinery of destruction that no foe can match. While Dwarfs are unwilling to cast magic, they have learned to inscribe runes that can bind eldritch forces, allowing them to create weapons and armour of legend. Full of grim determination, when Dwarfs join battle, there is no retreat, only victory or death.

HOW THIS BOOK WORKS:

Warhammer: Dwarfs contains the following sections:

- **Masters of Steel and Stone.** This section describes the history of the Dwarfs, from the times when their Ancestor Gods walked amongst them to the battles they wage today to reclaim their ancient kingdom from the foul enemies of their race. It includes a descriptive account of their mountain strongholds, including a map, and details of their most famous battles.
- **The Vengeful Throng.** Each and every troop type in the Dwarf army is examined here. You will find a full description of each unit alongside complete rules for any special abilities or options they possess. This section also includes the Ancient Heirlooms, magical artefacts your characters can use, and Runic Items – unique rules that allow you to customise magic items for use in your games.
- **The Glory of the Karaz Ankor.** Here, you will find a showcase of the impressive range of Citadel miniatures available for the Dwarf army, gloriously painted by the 'Eavy Metal team.
- **Dwarfs Army List.** This section takes all of the characters, troops, and war machines from the Vengeful Throng section and arranges them so you can choose an army for your games. Units are categorised as characters (Lords or Heroes), Core, Special or Rare choices, and can be taken in different quantities depending on the size of game you are playing.







MASTERS OF STEEL AND STONE

Forged in battle and tempered with blood and loss, the Dwarfs remain defiant and unbowed. They have grown as stubborn and unyielding as the mountains in which they dwell.

The history of the Dwarfs tells a story of unremitting war and of countless tragedies suffered. Yet they are not worn down by hardships, but say rather that each battle and tribulation has served to further steel the resolve of an indomitable race. This is the saga of those times, and a chronicle of the many grudges the Dwarfs now bear.

Know that one day, all those who owe these blood debts will pay in full.

Be assured of that.



THE DWARFS



The Dwarfs are an ancient race, and the lands they claim as their own lie at the edge of the so-called civilised lands of Men. There, rising high above the world in an endless series of jagged peaks, stand the Worlds Edge Mountains. Beneath those snow-covered pinnacles, the Dwarfs have dug into the bedrock of the world, carving out mines and halls into their kingdom, which they call the Karaz Ankor, meaning either 'the Everlasting Realm' or 'the mountain realm' as the Dwarf word for mountain and extreme durability are the same. There, towering peaks are crowned with lookout towers, impenetrable gates are wrought into the mountainsides and hidden entrances are hewn where they are least expected, secreted in tumbling chasms, behind waterfalls or fashioned to blend seamlessly into rugged cliff faces.

From these formidable strongholds, the Dwarf armies, known as throngs, march forth to do battle. The Worlds Edge Mountains are a harsh and unforgiving environment where avalanches and freezing winds that can strip the hide off a grizzlebear are not considered the main threats. It is a rocky realm where monsters hunt amongst the peaks, and the passes are the main paths for invading armies. Living tides of Orcs and Goblins sweep the lands, while from the east stomp Ogre armies seeking to prey upon the weak. To the north are barbarian tribes of Men who draw upon the Dark Gods for unnatural powers. Only by dint of their stubborn vigilance and sturdy axe work have the Dwarfs endured.

STUBBORNESS GIVEN FORM

Dwarfs are shorter and stouter than Men, and are known for their broad shoulders, beards and stamina. The most defining characteristic of Dwarfs, however, is a gruff and stubborn nature. The Dwarfs' innate obstinacy is the stuff of legends and countless tales speak of both the great fortunes and the tragedies of this epic resolve.

Positive accounts of the Dwarfs' tenacity speak of perseverance against all odds, a refusal to ever willingly accept defeat. Other sagas tell of dogged loyalty – of Dwarfs holding true to their word, honouring oaths despite vast dangers or the passage of centuries. It is this same fierce determination that drives Dwarf craftsmen to attain the pinnacles of engineering and architectural wonder that they realise through sweat and sheer perseverance.

Yet the adamancy of the Dwarfs has oft proven to be the very cause of their downfall. Indeed, their unforgiving nature has led the Dwarfs to fight horrific and bloody wars. By taking slight at the least provocation or by refusing to back down, the Dwarf race has lost countless allies, and begun untold battles in which they had little chance of surviving. Even in their unmatched feats of work, the belligerent streak of Dwarfs causes problems – their fabled intolerance of flaws means that upon perceiving the slightest defect, they will set about any amount of painstaking labour to rectify matters to their complete satisfaction. If this means wrecking all progress and starting over, then so be it.

In a bygone era, the Dwarfs once dominated the Old World. While the race of Man was naught more than fur-clad savages using stone tools, the bright shieldwalls of the Dwarfs marched across the continent, an implacable steel-clad advance. They were driven by an endless quest for precious minerals, for Dwarfs lust after gold and gems, and their mining expeditions spread to distant lands. In those days even the poorest of holds could boast of riches beyond the wealthiest kings of other races. That Golden Age is now long gone. However, woe betide anyone who dares speak of this decline within earshot of a Dwarf, for they remain a proud people and even the slightest remark or insult (real or perceived) can goad them into fury.



Dwarfs do not forget grudges, indeed they harbour them, and there is no word for forgiveness in their language. Once someone has made an enemy of a Dwarf, they have made a foe that will last their lifetime and the lives of their descendants as well. Dwarfs record any slight or transgression against them, and each stronghold has its own Book of Grudges. Within Karaz-a-Karak, the capital of the Dwarf realm and seat of the High King, resides the Dammaz Kron, the Great Book of Grudges. That its creation dates back to the Dwarfs' first ancestors speaks of how deeply grudge-bearing is ingrained into the Dwarf psyche. Given that their history is rife with bloody battles, tragedies and invasions suffered, there is a lengthy backlog of wrongdoing against their kind, a legacy of unrequited vengeance inherited from their fathers and, in turn, from their ancestors of old.

A FIRE UNDIMMED

Although many of their ancient strongholds now lie in ruin and have become the lairs of evil creatures, the glories of their past are not forgotten by the Dwarf race. Kept alive through unflagging memory, the sagas of foregone days can still be heard, sung now in the half-empty halls of the surviving mountain fortresses. Yet these are not the dirges of a defeated race, and their tunes tug upon the Dwarfs, stirring within them a fierce warrior's pride. Within the stony heart of every Dwarf there resides a deep-set and burning desire to strike out the grudges of old, to rise again to a just rulership of the land, and most of all, to reclaim what once was their own.

The current Dwarf High King has called the Dwarfs to battle, urging all the holds and clans of the Karaz Ankor to march out of their mountain fortresses and begin a war of reclamation. He is Thorgrim Grudgebearer, so named because he has sworn a mighty oath to avenge every wrong done to his people. Bold words, soon backed by bold deeds.

'THAT WHICH IS WRONG WITH THE WORLD THAT WE CANNOT FIX WITH THE BLADES OF OUR AXES, WE SHALL SURELY AVENGE.'

- Thorgrim Grudgebearer

BY AXE AND HAMMER, IT WILL BE DONE

Heeding their High King, the Dwarfs flexed their mailed fist, marching forth to battle, for even thus diminished, they are still a mighty power in the world. Ages of warfare have forged the Dwarfs into a hardy and grim race of warriors. What they lack in numbers is more than compensated for by martial prowess and sheer determination, to say nothing of the matchless quality of their arms and armour. Dwarfs fight as heavy infantry, eschewing cavalry, for it is not their way to ride upon beasts. In truth, the rugged mountains they call home are not conducive to cavalry, and regardless, a Dwarf is too short of stature to ride upon a horse, although they are far too proud to admit it. Instead, Dwarfs fight on foot, as is proper and as they have always done. Each warrior is clad in finely crafted mail and is armed with a superbly forged axe, hammer or mattock, which they can wield to deadly effect.

Dwarfs are technologically inventive, having developed advanced engineering, pioneered the use of black powder and deciphered the secrets of steam power. This knowledge manifests itself upon the battlefield in the form of engines of war. There are older designs, such as the time-honoured catapults and bolt throwers, along with the first cannons used in the Old World. To this devastating arsenal, Dwarfs have added newer and still stranger devices. Now being built in the workshops beneath the mountains are flame-spewing cannons, multibarrelled field guns, and flying machines that bring death from above. Only their own conservatism slows the pace of new development, yet even so Dwarfs can field more machineries of destruction than any other army, whole batteries capable of bombarding a foe into bloody pulp.

Should a foe survive being blasted by cannonballs and sheets of fire, they must weather the bolts and bullets shot by Dwarf crossbows and handguns. Thus thinned and bloodied, the enemy must then confront the Dwarf shieldwall. There, faced with axe, hammer and red-hot vengeance, few stand for long. And many foes down the ages have learned that pleading to Dwarfs for mercy is a lost cause – they are easy to offend, and the only reparations they accept are paid in blood.



Perhaps most baffling to other races are the Dwarfs known as Slayers. These individuals have undertaken a vow to die in battle, for to Dwarfs, pride is a matter of life and death. Those who have taken the Slayer's Oath shave their heads, save for a distinctive crest dyed bright orange. Of all their race, only the Slayers go to war unarmoured, but they are such fierce fighters that many fail in their pledge; that is, they do not fall in battle, but emerge victorious. Thus, the Slayer must hunt a greater doom, seeking ever more powerful foes.

Like the most majestic of mountain peaks, the Everlasting Realm has weathered each storm, enduring ages of battering and besiegement by foes unending. Yet, both mountain and the race of Dwarfs still stand, proud and defiant. The long saga of war and treachery that is the Dwarfs' history has left a bitter legacy. But, as High King Thorgrim Grudgebearer has avowed, the time for endurance is over; a new era is dawning, and the time for vengeance has begun.





HISTORY OF THE DWARFS



The Dwarfs believe their history begins with the awakening of their firstborn, chief amongst whom were their pantheon of gods; of these, the most important by far are Grungni, Grimnir and Valaya. According to Dwarf tradition, these gods were carved by time from the rocks of the mountains, birthed by stone itself. They believe that the whole of their race is descended directly from these ancient ancestors.

The first Dwarfs inhabited the southern portion of the Worlds Edge Mountains. As their numbers grew, they began to migrate northwards, splitting into different clans, many of which were led by a living god. Many legends are attached to this period, and the Dwarfs attribute mighty deeds to their ancestors – such as the War Against Dragons, an event that created the infamous Black Fire Pass, and the Tale of the Forgefather, Grungni's epic quest to master metal, passing the knowledge of mining, smelting and the forging of iron and steel to his scions. As all of this happened in the dawn of Dwarf history, it is more akin to mythic tale than hard fact, and it is impossible to pinpoint exactly when the Dwarfs reached the lands they now inhabit.

In their earliest stages, the Dawi, as the Dwarfs call themselves in their own language, were cave-dwellers who fashioned primitive tools from flint and eked out a living in the bleak and inhospitable mountains. Then, as now, the Dwarfs were a hardy folk, and they endured despite the hardships. Led by their gods themselves, the Dwarf

civilisation soon developed from a stone era into a bold new age. With the iron, and then steel, weapons and armour that Grungni taught them to make, the Dwarfs were able to fight off the terrors of the mountains and expand into new territory. It was Grimnir, the warrior god of the Dwarfs, who staved off Giants, Trolls and marauding Orcs while teaching his charges the arts of battle. It was Valaya, a Dwarf goddess, who showed the wandering Dwarfs the value of strong dwellings and of the importance of bonding and community for the still-developing clans.

As the Dwarfs spread throughout the mountains, seeking out new veins of precious metals, they founded a system of strongholds behind them. Each settlement was a small fortified realm centred around a productive mine, a bastion in the rocky wilderness. The largest of these became known as Karaks, the Dwarf word for mountain stronghold, and the glory of these great fortress-cities was fabled. Eventually, the Dwarfs reached the northernmost peaks of the Worlds Edge Mountains, a desolate region scattered with the bleached bones of many creatures. They called this cold and barren land Zorn Uzkul, or the Great Skull Land. Here, most Dwarfs turned back, for the harsh region provided a scarcity of mineral wealth, although a few of the boldest clans pushed onwards, some turning west into the lands now called Norsca, others heading east across the Great Skull Land and daring to enter the Mountains of Mourn.

Thus was founded the great Dwarf realm, the Karaz Ankor. At its centre lay the great city of Karaz-a-Karak, the Everpeak. For a long while, the widely dispersed clans maintained contact with each other, while each delved more deeply beneath the mountains. Soon, however, they would be separated by a growing storm unlike anything seen before...

THE COMING OF CHAOS

According to the account in the Great Book of Grudges, the most ancient Dwarf book of lore, the coming of Chaos rent the earth and sky and tore the very mountains apart. Turbulent winds of multicoloured magic clouded the air. The Dwarfs maintain that Grungni warned his people that such a time might come, and he told them to take refuge deep beneath the mountains. There, they sheltered as the Winds of Magic erupted out of the north and scoured the world.

When the tempest passed, it left in its wake a layer of dust that hastened corruption. When the Dwarfs emerged from their underground dwellings, they found the world a very changed place. Mutated beasts and rage-filled monstrosities prowled the mountains, but there was something even worse. During the great storm, Daemons had burst forth from the Realm of Chaos, and now they stalked the lands, seeking to slay all they found. It was not long before the mountain strongholds of the Dwarfs were ferociously assailed.

The Daemons quickly found out that the Dwarfs were far from defenceless. Ancient tales tell how Grungni taught his people to inscribe magical runes onto their weapons and armour – allowing them to stand against the creatures of Chaos that assaulted them. Valaya used her protections to ward off the dark magic of their enemies, dampening their





dread powers. It was Grimnir, equipped with two mighty axes and armour harder than the mountains themselves, who launched the counter-attack. With their blazing warrior god at the fore, the Dwarfs clove a path up and down the mountain range, killing so many of their foe that, for a time, the Worlds Edge Mountains were clear of Daemons. Grimnir himself pressed the attack, pursuing his enemy with a relentless fury that dimmed only when the last foe was slain.

THE ELVES

It was at this point that the Dwarfs first made contact with the Elves. A fleet of Elven warships, captained by Caledor Dragontamer, had been blown off course after a sea battle with a Chaos fleet. Caledor was a great mage, and he searched the coasts of the Old World, hoping to find clues to the source of the Chaos that was destroying the world. Instead, Caledor encountered a Dwarf army led by Grimnir himself, for they had pursued the remnants of a Daemon army and sought to slay the last of them.

It was a pivotal moment in history, as one of the greatest and most subtle High Elf mages of all time met the brutal and mighty incarnate warrior god of the Dwarfs. What Grimnir made of the tall and haughty Elf mage is not recorded, nor is what Caledor thought of the tattooed Dwarf warlord. Both realised that they were not enemies, and the matter was settled when a force of Beastmen attacked. After a hastily agreed alliance, the foe was shattered by the combined might of Grimnir's axes and Caledor's spells.



From Caledor, the Dwarfs learned of the great Phoenix King and his struggle to free the distant island of Ulthuan from the grip of Chaos. From Grimnir, Caledor learned of the storm that burst from the north that had preceded the Daemons. The wise mage concluded that a Chaos gate had opened in the utmost north, a doorway between their world and the unimaginable Realm of Chaos. With this information, and their newly formed alliance, Caledor departed, in all likelihood already formulating the plan that would lead to the creation of a mighty vortex to suck the unleashed Chaos power out of the world. Upon Caledor's departure, Grimnir presented him with a runic amulet of sovereign protective power. In return, Caledor gifted the Dwarf with the Crystal of Fire, an artefact that is kept, to this day, in the Great Vault of Karaz-a-Karak.

THE DOOM OF GRIMNIR

The respite won by Grimnir and his armies was hard-won, but its duration was brief. Even as Grimnir headed back to the mountains, the skies grew ominous. Once more, the tide of Chaos rolled over the lands, the Daemon legions and their untold horrors destroying everything in their path. This time, the Daemons attacked in such great numbers that the heroism of Grimnir was not enough, and the Dwarfs were pressed backwards. Unable to hold their ground, the Dwarfs were eventually forced to retreat inside their strongholds. One by one, their mountain fortresses were besieged.

THE DWARFS AND MAGIC

Dwarfs are not magical creatures and unlike other races of the world, they have not developed spellcasters or shamans.

In fact, if anything, Dwarfs have an innate resistance to magic – both its effects and the overt corruptions it is known to cause in weaker races. Dwarf legends claim their sturdy origins from rock itself leaves the stuff of Chaos little to find purchase upon. And while they have no truck with wizardry, Dwarfs have no equal when it comes to forging magic items. They alone have mastered the art of binding the Winds of Magic through runecraft.

Although they fought valiantly against the tide of Chaos, several holds fell to the unholy onslaught. Having heard Caledor's theory of a Chaos gate, Grimnir decided to take action. Ignoring advice, he resolved to trek north and close the gate himself. Grungni told him he would surely die, but Grimnir snarled that it was worth the risk. The great warrior god ritually shaved his head, save for a single defiant crest. He gave one of his axes to his eldest son, Morgrim, and departed for the north. A party of Dwarfs, led by Morgrim, accompanied Grimnir to the edge of the wastes that lay to the north, fighting off many dangers just to reach this region. There, they at last turned back, watching in awe as Grimnir pressed onwards, his form dwindling into the shimmering haze of that poisoned land.

Grimnir was never seen again, and no one knows what befell this most valiant of Dwarfs. Perhaps he was, at last, pulled down by an army of monsters. One tale affirms he fought his way to the mouth of the Chaos gate and held it against an army of Daemons even as Caledor completed his spell on Ulthuan. Perhaps an even stranger and more terrible doom overtook him? Of Grimnir's fate, the Dwarfs do not speak, saying only that he fell in darkness long ago.

THE GOLDEN AGE

In the end, Caledor's spell drained the rampant magic from the lands, an act that banished the Daemons to the shadowy corners of the world. In an instant, the armies of unnatural creatures that surrounded each stronghold disappeared, and the Dwarfs emerged into the dawning of a whole new era.

The Dwarf gods were gone; Grungni, Valaya and the lesser deities had disappeared. It is popularly believed that they returned to the mountains' heart, going back from whence they came to emerge again some day when their people most need them. In the Worlds Edge Mountains, the Dwarfs prospered greatly, but of their kin in the north or from the Mountains of Mourn, they had no word.

During this age, the strongholds were deepened, expanding into vast underground cities connected by subterranean highways. The Elves returned to the Old World to establish colonies, and the Dwarfs eagerly traded with them. A long age of peace and prosperity was begun. In Karaz-a-Karak the High King sat upon his carved throne and presided over the Dwarf lords who ruled the other strongholds. New allies might be found in the primitive race of Man, for although barbaric, the humans looked to the elder races for wisdom and guidance. Alas, it was not to be...

THE WAR OF VENGEANCE

Betrayal and arrogance on the part of the Elves ended a long age of prosperity. For the Dwarfs, the treasonous behaviour of their recent allies was not wholly unexpected. Ever pragmatic, they had identified their trading partners as a fickle lot, prone to wayward moods. Naturally suspicious, many Dwarfs reckoned it was only a matter of time before the capricious Elves turned – after all, Dwarf craftsmanship was so prized it was bound to trigger jealousy in others.



The first acts of the war were brutal raids attacking Dwarf trade caravans. All evidence pointed to the Elves, many of whom were subsequently slain by vengeful Dwarfs. When word reached the Dwarf High King, Gotrek Starbreaker, a prudent and wise lord (as evidenced by his long beard), he halted his thanes from war-making. Instead, he sent envoys to far Ulthuan to lay their claims before the Phoenix King, Caledor II. In this way, Gotrek hoped to resolve the dispute peacefully by demanding wergild. A Dwarf will never forgive a grudge, yet in cases of misunderstanding, an exorbitant tribute of gold and gems, called wergild, coupled with sincere contrition, could possibly prevent the Dwarfs from settling the score in their more traditional fashion.

The Elves received the Dwarf envoys with open scorn, mocking what they called baseless accusations. Such was their contempt for the Dwarfs' claims that the Elves deliberately conceived of an insult so grievous that no amount of gold could ever serve as recompense: the Dwarf ambassador had his beard shaved and was compelled to return home shorn of pride and bearing the message that the only way King Gotrek might gain a single gold coin was if he came to Ulthuan personally and begged before the Phoenix Throne. There could be but one response: war!

WITH HEARTS FULL OF WRATH

Both Dwarfs and Elves still preserve tales of their heroes that arose during the War of Vengeance, or the War of the Beard as Elves call it. Most on each side fought with honour, yet during this long and brutal era, merciless deeds were also committed by both forces, although neither maintains any record that mentions any of their own acts of unflinching savagery, nor will either race ever admit that their side had anything to do with any such wrongdoings.

In their outrage, the Dwarfs chopped down entire virgin forests simply to spite the Elves. It was not enough for them to breach Elven fortresses and topple their elegant towers, as on more than one occasion the Dwarfs did not stop their war machine barrages until no two stones stood atop each other. For their part, the Elves poisoned tarns and made pacts with unholy tree spirits in order to gain any battlefield advantage they could. When beset by entire armies of Dwarfs harnessed in mail impenetrable to their arrows, the Elves resorted to all manner of black-hearted trickery, feigned surrender and magical deception.

A CLASH OF EMPIRES

With his blood boiling, High King Gotrek Starbreaker called the far-spread clans, the king of each stronghold mustering his throng. Never before, or since, has such a sight been seen – the full might of the Dwarfs, at the very height of their power, marching to war. Their oncoming was relentless.

Many Elven colonies were attacked; the slender towers of the Elves proving no match for the war machines of the Dwarfs. Upon receiving word of the Dwarf assaults that were systematically levelling their outposts, King Caledor II emptied Ulthuan, amassing a fleet so large that his own council pleaded with him to leave some protection behind to guard the Elven homeland. Yet the Phoenix King would not be denied; Caledor II himself led the armada. He and his reinforcements arrived just in time to break the siege of the port city of Tor Alessi, an Elf dwelling whose walls and defences had been built in cooperation with the Dwarfs during the peaceful days of their alliance. Thus began in earnest a war that would last for well over four centuries.

Blinded by rage and overconfident from their sweeping early victories, the Dwarfs soon found their forces overwhelmed. In truth, they had judged the strength of their foe by the least of the Elven provinces, but now, the assembled might of Ulthuan was arrayed in full against them. Adding to the mounting bill of grudges, Caledor II slew Snorri Halfhand, the son of King Gotrek. In battles of ever escalating size and fury, the two forces met again and again, fighting back and forth across the Old World. Great magics and Dragon-riders were pitted against runic axes and impenetrable shieldwalls, and the lands were awash with blood.

At Oeragor, the Dwarfs were led by Morgrim, Snorri's cousin. In an act of stubborn defiance, the Dwarf army stood purposefully before the arrow storm of the Elves, intent on proving they could withstand the worst their foe could unleash. After hours, in desperation and rage, the Elf army had no choice but to charge into close combat, where the real slaughter began. Morgrim himself struck down Imladrik, Prince of Ulthuan, thereby earning the title of Elgidum, or Elfdoom. Yet the war went on, with victories and defeats on both sides. The Elven armies broke impotently over the strongholds of their foe, yet for their part, the Dwarf armies could not break their opponent either, so the war dragged on.

In a final push, Gotrek Starbreaker led his throng to drive the Elves back, besieging the walled city of Tor Alessi for a fourteenth and final time. At last, the walls were breached and, unable to flee, Caledor II was forced to face Gotrek in personal combat. The duel that followed lasted for hours, and as the Elf King's fortitude failed, Gotrek shattered his foe's sword with a well-placed hammerblow. Defeated, Caledor pleaded for mercy, but the Dwarf High King carried a burden of vengeance, and mercy was not his to give. After one more swing of his hammer, the fight was over. King Gotrek picked the Phoenix Crown from out of the splattered mess and proclaimed the grudge settled and that the Elves were welcome to come to Karaz-a-Karak to beg for their crown's return. Those Elves who survived withdrew from the Old World, their armies, like their arrogance, shattered in defeat. To this day, the crown remains in Karaz-a-Karak.



THE TIME OF WOES

The Dwarfs rightfully considered themselves the victors of the War of Vengeance, as their foes had departed, driven from the very continent. This hard-won situation should have ensured Dwarfen dominion over the Old World for ages to come; however, the fates proved unkind.

The long conflict had bled their empire white, and the Dwarfs found their vigour expended. Before they had even begun to recover, their realm was beset by natural disasters that unleashed destruction unparalleled since the coming of Chaos. The unquestionable end of the Golden Age came amid a devastating series of earthquakes that shook the length of the Worlds Edge Mountains. These, in turn, were soon followed by volcanic eruptions of monumental proportions.



During the War of Vengeance, the Elves had launched several attempts to batter the great Karaks of the Dwarfs, but their feeble siegeworks had never seriously damaged any of the mountain strongholds. Yet what centuries of warfare had failed to do, the earthquakes achieved in mere moments. Every single settlement of the Dwarfs suffered calamity, as walls collapsed, mine workings were shattered and lower levels were flooded by subterranean rivers. The mountains themselves shuddered, in some cases breaking apart to send avalanches in sweeping waves that crushed everything in the valleys below. Lava poured into cavernous vaults, and the whole of the Everlasting Realm was thrown into disarray.

As devastating as the earthquakes were, other menaces were lurking in wait, sinister forces that had been multiplying in secret while the attention of the Dwarfs was elsewhere.

WAR ON A THOUSAND FRONTS

The Dwarf city-fortress of Zhufbar resides in a deep chasm down the mountainside from Black Water, a few days' trek from Karak Varn. High above the city, a huge waterfall cascades from the lake and rushes fiercely down the chasm – a natural wonder that Dwarf engineers use to turn thousands of water wheels, which in turn power drop hammers, ore crushers and all manner of mining operations. The earthquakes broke the outermost fortifications and drained the lake, and even as the giant wheels creaked to a halt, the attackers came. Orc tribes lay siege on all sides while from numberless tunnels below came Skaven and Night Goblins. Fighting spread along the length of the chasm and much machinery was wrecked. At one point, the Dwarf defenders were driven back into their halls, before they stubbornly advanced to cast many foes down the mountainside. To their amazement, so much blood was spilt into the chasm that the few unbroken drop hammers began to work again – devices quickly put to work driving the remaining foes out. Zhufbar held only after the lower levels were collapsed. It would take over 300 years to rebuild.

THE GOBLIN WARS

In the wake of the natural disasters that rent their mountain realm, the Dwarfs were left vulnerable to the predations of new foes. The many invasions that followed began a disjointed series of battles that the Dwarfs call the Goblin Wars, for Goblins were the most numerous of the enemies arrayed against them, although in truth, there were also Orcs, the verminous rat-men known as Skaven, Trolls, Ogres and the vile followers of Chaos.

The attacks began before the last of the aftershocks had finished. Enemies infiltrated through unguarded tunnels, overwhelmed outposts with surprise attacks and swept out of darksome valley forests in numbers untold. Previously, the mountain fortresses of the Dwarfs had proven impervious, regardless of an invader's numbers, but that was no longer the case. Defensive walls had been toppled and lower levels hopelessly compromised by innumerable pits and gaping chasms. Routes into the mountain kingdom now lay unguarded, as the former bastions carved into the rock face were but piles of broken stones. Rune-covered gates that could withstand the titanic blows of a Giant now hung off their hinges or lay split in twain. Upon scenting weakness, armies hungry for plunder appeared like wolves at the door.

Karak Ungor was the first of the major strongholds to fall, its caverns and halls becoming infested by Night Goblins. The greenskins emerged unchecked out of the deepest mineworks, appearing suddenly in the very centre of the Dwarf city. By the time the Dwarfs were alerted to the attack, it was already too late. Pushing bloodthirsty packs of Squigs before them, the greenskins rampaged through the city's living quarters. As they had already bypassed the dozens of interlocking levels of defence that surrounded the outermost layers of the mountain steadfast, there was little in the way of organised resistance to stop the tide, though that did not mean the Dwarfs would not try.

Here and there, knots of warriors stood back to back and attempted to hold off the attack, but one by one, even these defended tunnels were taken. Hoping to save the women and beardless, King Kargsson, of the Stonehelm Clan, gave the order to abandon the city. To allow time for the refugees to escape, King Kargsson himself led a hopeless counter-attack, holding the foe at bay in a heroic rearguard action. Knowing it was the only way, he ordered the secret tunnels to be collapsed behind the last of the retreating Dwarfs, sealing himself and his bodyguard in with the foe. The last sight the refugees ever had of King Kargsson was the doughty lord still singing his deathsong while he swung the fabled rune axe known as Foe cleaver, before the archways were demolished behind the last of them as they made good their escape.

In these troubled times, even if a beleaguered hold managed to get a messenger past their attackers, it mattered not, for no help was forthcoming – war had come to all parts of the Worlds Edge Mountains. A new era descended upon the Karaz Ankor, threatening its very existence. Contact between strongholds was lost, and far-flung mine works and outposts were truly on their own. The Dwarf realm was reduced to isolated islands, each surrounded by a sea of foes. This harsh new reality changed the nature of the Dwarf realm forever.

Karak Varn, the great city and mining complex overlooking the Black Water, had been the richest source that the Dwarfs had yet found of the highly coveted gromril. They had been mining for over a thousand years, in some instances still following the original vein, when the great earthquake struck. So great were the upheavals that the waters of the lake began pouring into the lower levels through wide fissures in the rock. Many thousands of Dwarfs perished immediately, and a hoard of treasure, including many runic artefacts of great power, was washed away. And that was only the beginning.

With no warning, the Skaven attacked Karak Varn from below and Orcs assailed the outer defences. Trapped between these two merciless foes, the Dwarfs had little chance. Despite mounting a tenacious defence, within a year of the initial onslaught, Karak Varn had fallen. Most of its populace died in the bitter underground warfare, although a few clans managed to fight their way to freedom, some of them making their way to Zhufbar where they came to aid in its defence.

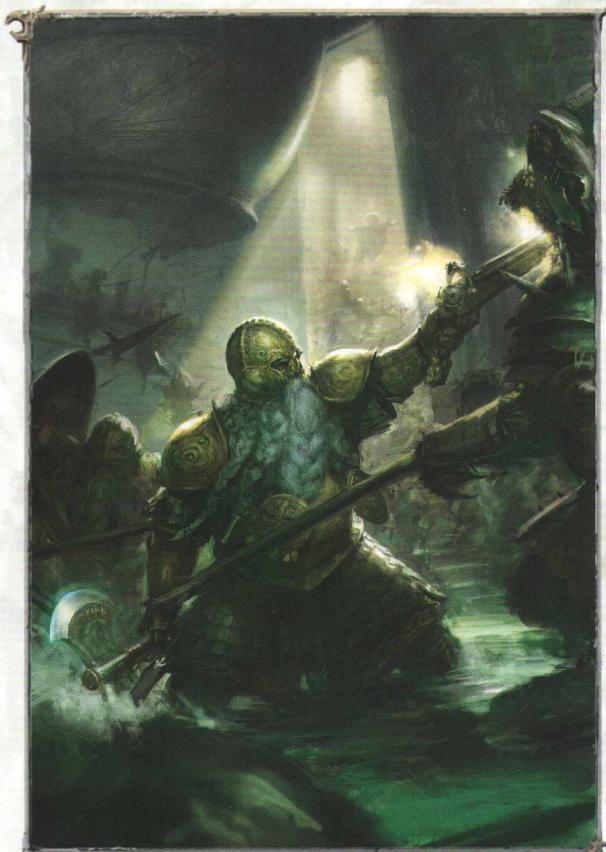
Across the Karaz Ankor, the attacks were so numerous that the meticulous record-keeping of the Dwarfs could not keep up. Columns of smoke rose high above snow-covered peaks, each marking the destruction of a small settlement or mine. Desperate refugees, escaping from lost holds and shattered mines, attempted to cross through winding mountain passes. Further tragedies befell the Dwarfs on the road, for all byways were full of peril – hunting packs of wolf-riding Goblins, mobs of hungry Trolls and all manner of beasts were drawn to the scent of blood. Dwarfs that attempted to traverse those passages of the Underway that had not collapsed found them, too, full of deadly foes. Whole sections were now being fought over by Night Goblins and Skaven, although both races set aside their quarrels at any sight of Dwarfen prey. During these dark times, the desecration of sacred burial tombs, and the complete eradication of ancient clans, sent many Dwarfs mad with rage and shame. Warriors dedicated to the Slayer Cult, previously somewhat rare, became an all too common sight in the remaining holds.

Other major losses included the mines at Ekrund, which were sacked by Orcs, driving the Dwarfs entirely out of the Dragonback Mountains. The gold mines at Gunbad were taken by Night Goblins and, although its defenders held on through two decades of bitter back and forth fighting, Mount Silverspear was eventually lost to Orcs as well. The entire eastern edge of the Worlds Edge Mountains was abandoned.



IRON-WILLED DEFIANCE

At this time, Thunder Mountain, a volcano which had been dormant since the beginning of the Time of Woes, stirred violently once again. The eruptions drove a migration of Trolls towards the remaining Dwarfholds. To combat these creatures, the High King Morgrim Blackbeard declared the Troll Wars. It was the beginning of a series of desperate counter-attacks that would last almost three hundred years.



Although everywhere was still besieged, the Dwarfs fought on. Sometimes, through their fury and tightly packed shieldwalls, the Dwarfs won back lost settlements or opened up safe routes of passage between strongholds. At other times, they teetered perilously close to destruction. This was a bloody and brutal equilibrium, where the Dwarfs could not be wiped out, yet nor could they break free and rebuild their kingdoms of old. Eventually, the rising pressures became too much, for a great number of the Orcs and Goblins in and around the windswept wastes known as the Badlands joined the fray.

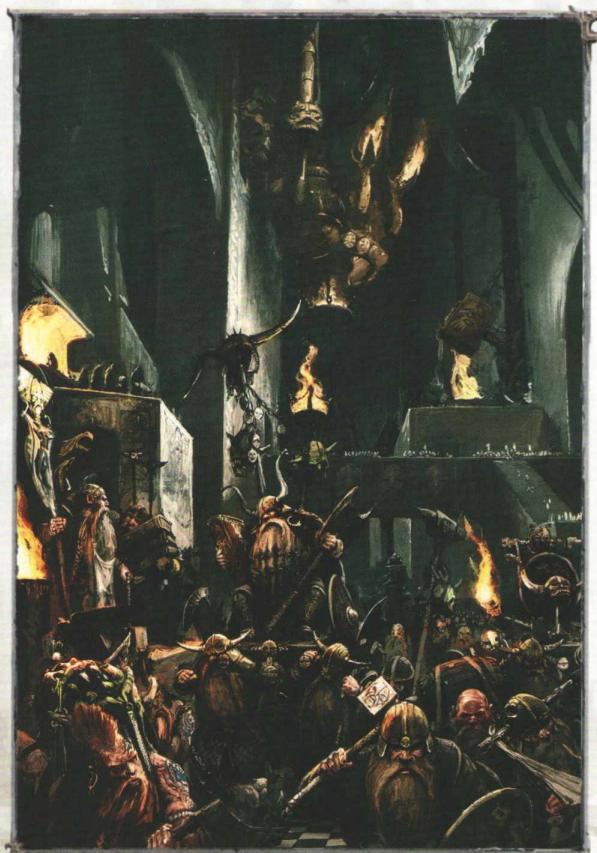
After almost a thousand years of defiance, the Dwarfs lost three major strongholds in the span of fifty years. Karak Eight Peaks, jewel of the mountain kingdom of the Dwarfs, fell after an epic struggle in the vast network of tunnels and vaults beneath that great city. Karak Azgal was stormed and sacked, but its treasure hoard was never found – the Orcs were themselves eventually forced to leave, as the ruins became the abode of a Dragon. Karak Drazh was attacked and captured, becoming the Orc fortress of Black Crag.

The once-glorious Dwarf empire now lay shattered and despoiled. Where in the past its power dominated the Old World, its armies now struggled to defend a handful of remaining strongholds. Orcs and Goblins infested the subterranean halls where Dwarfs once fashioned matchless arms and artefacts; now, their treasures had been wrested out of crumbling vaults, scattered amongst the conquering hordes. Trolls and worse desecrated the tombs of Dwarf kings and gnawed upon their bones, while foetid Skaven scurried through the lower catacombs, spreading disease.

Following the loss of several major cities, there began a time of exodus. It grieved them to do so, but many Dwarfs forsook their ancient homeland, leaving the familiar peaks of the Worlds Edge Mountains behind. Led by surviving clan members from Karak Eight Peaks, Karak Azgal and Karak Drazh, these Dwarfs fought their way westward into the Grey Mountains, where they established new strongholds. These dwellings were rough-hewn and humble with mines that delved for copper and tin, rather than gold. Through non-stop industry, these holds were expanded and refined, though they would never rival the great works of their ancestors in scale, mine production or architectural wonder.



Between the Grey Mountains and the Worlds Edge Mountains, the Dwarfs established new trade routes, or in some cases, refurbished old roadways made when they traded with the Elves. Travel was still dangerous, however, as these lands were also overrun with Orcs and Goblins. The Dwarfs learned that the greenskins were battling the emerging race of Men for possession of the forests and lowlands. The Dwarfs did all they could to encourage the primitive tribes of Men, seeing in them a natural ally against a common foe. Trade between the two races grew slowly, and the Dwarfs taught the tribes some of their lesser secrets, such as how to work iron into weapons and armour.



DAWN OF A NEW AGE

It was a strange quirk of fate that bonded the race of Dwarfs more closely to that of Men. A trading convoy that included the High King, Kurgan Ironbeard, was ambushed on its way from Karaz-a-Karak to the Grey Mountains. The Orc army that attacked them was immense, and although the Dwarfs slew their foes until greenskins lay in piled heaps, they could not prevent the Orcs from capturing High King Kurgan. Luckily for the beleaguered Dwarfs, this territory was the domain of the Unberogens, a fierce and warlike tribe of Men who fought relentlessly to clear their lands of greenskins. Led by Sigmar, the chieftain's son, the Unberogens fell upon the Orc army with fury. By annihilating their foe, the tribesmen freed the Dwarf High King, an act that instantly put the Dwarfs deep in debt to their newfound allies – and it is a point of pride to Dwarfs that they never forgot a debt.

As a token of the bond of friendship, the Dwarfs gifted Sigmar with the mighty runic warhammer, Ghal Maraz, which meant 'Skull Splitter' in the harsh language of the Dwarfs. Together, the Dwarfs and the warriors of Sigmar's tribe began a long campaign that drove the greenskins from the lands in droves and culminated in the mighty Battle of Black Fire Pass.

It was said that the Orc invasion which was held back by the armies of Dwarfs and Men was so vast that it would have swept over the Old World, ravaging everything in its path. Yet bottled up in that steep valley, the greenskins' superior numbers came to naught. The battle became a test of wills – a brutal struggle to determine which side would give ground. The valley floor filled with bodies and sundered shields, the cramped confines making it hard to swing an axe. And on battlefields of this sort, the Dwarfs rule supreme, for their kind have long been tested in the cramped tunnels under the mountains. Against their matchless armour and tightly packed shieldwalls, the greenskins broke again and again. Not one step backwards did the Dwarfs take, and by the time Sigmar charged the foe, he broke the weary hordes asunder.

It is widely held by human scholars that it was this battle that gave birth to a nation, for Sigmar became the mighty warrior-founder of the Empire, the realm that would one day be the largest and most powerful nation in the Old World. The Dwarfs do not dispute this, but feel the true roots of the Empire were begun the day Sigmar saved their High King.

A new age of prosperity had begun. Many Dwarfs moved into the newly forming Empire, and trade between the lowlands and the mountains flourished. Although their numbers had lessened, there were still greenskins, Beastmen and monsters, and Men needed weapons to fight them. Even better, the humans would pay good gold for every sword the Dwarfs forged. With the western lands stabilising and Black Fire Pass now closed to enemies, the Dwarfs attempted to re-establish a grip upon the Worlds Edge Mountains. Throng after throng marched forth from the great holds. Tenaciously, they cleared Orc encampments off the mountainsides, scoured tunnels of Night Goblins, exterminated Skaven dens and drove monsters out of bone-strewn lairs. But the toll was high, as every step, cavern, tunnel and mountain pass was paid for with Dwarf blood. Yet the Dwarfs would never rest, never let an axe blade grow dull while there was yet a grudge unstruck in the Great Book of Grudges or while an ancestor's tomb still lay despoiled and dishonoured.

AN ERA OF INVENTION

More than lives and territory were lost during the Time of Woes. Although the Dwarfs were still master craftsmen, and as unparalleled as their skills were when compared to other races, they could not duplicate the feats of their forefathers. Runesmiths could still capture magic within metal, making unrivalled arms and armour – but even their best works could not match the sheer power and might bound within the great artefacts forged in elder days. In one aspect alone did the Dwarfs outstrip their ancestors: engineering.

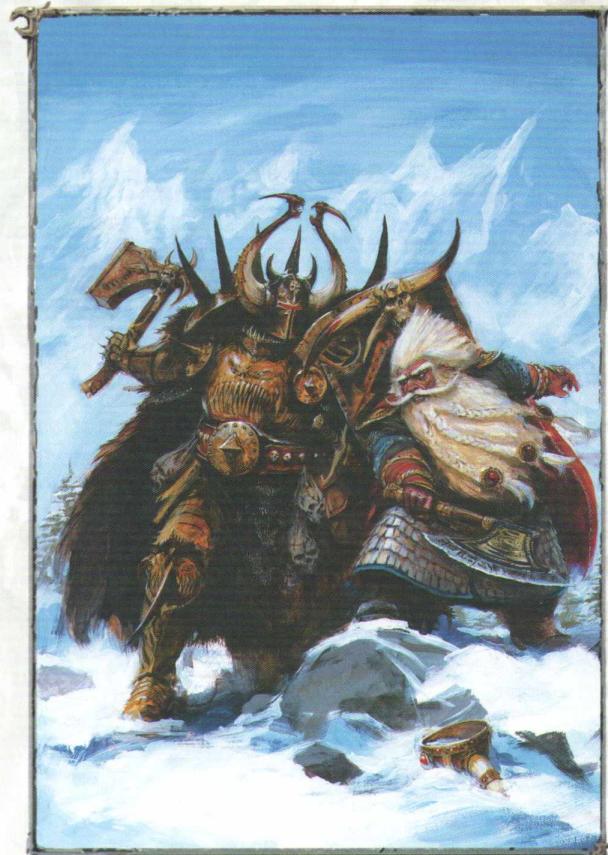
Inventions flourished in the Silver Age, but Dwarfs are a conservative folk, and it takes them time to accept new ideas. Thus, an item's invention can be many generations removed from when it actually becomes acceptable to use it. To this day, some clans still don't welcome 'new-fangled contraptions'. Nevertheless, great progress in engineering occurred during this age. Black powder weapons were devised, and continual improvements were wrought upon cog-driven devices, water-wheel technology and engines of various types. Mining was revolutionised by steam-powered drilling and now it took fewer Dwarfs to excavate a new mine. As the Dwarf population was but a fraction of its former size, these innovations were much needed.

RESPECTING THE ALLIANCE

The Dwarfs found the race of Men far more dependable and to their liking than the fickle Elves. However, Dwarfs have a grumbling nature and can find fault with anything. Men proved to be short-lived, incapable of holding proper ale and suffering from other foibles, which form a long litany of shortcomings that any Dwarf would gladly recount for hours on end. There were a few far more troublesome issues. The Dwarfs noted how some humans felt an unquenchable thirst for glory and power. When properly harnessed, this drive produced leaders of courage and nobility. However, some that sought power were seduced by an easier path to greatness, the lure of Chaos. As a race, Men were far more susceptible to its siren call, and their bodies were easily corrupted. The wisest amongst them listened to the warnings of the Dwarfs, for the elder race told how close the dark powers of Chaos had once come to consuming the world.

In their travels to the far north, the Dwarfs met the wilder peoples of Norsca and the Kurgan. To the east, they saw the Hung, and recognised them too for what they were, ready supplicants to the Dark Gods. The champions of those tribes grew powerful under the baleful influence of pure Chaos, and their influence was spreading. Even in the Empire, signs of malignancy were steadily growing.

Despite a rising awareness that they would have to keep a wary eye on their allies, Dwarf throngs marched to the aid of the Empire time and again. It was Gruflok and his Slayer warband out of Karak Kadrin that rid Solland of Ogthug the 'Orrible, a rampaging Bonegrinder Giant of enormous size. The Dwarfs of Karak Norn sided with the Empire in their hundred year border dispute with Bretonnia, and throngs from Zhufbar drove Ogre armies out of the Moot on no less than a dozen occasions. During the Wars of the Vampire Counts, the Dwarfs fought in countless battles, most notably the Battle of Hunger Wood and the Night Siege of Castle Templehof. The Dwarfs also supported the Empire in ways other than battle. They passed along as much technical



knowledge as the Engineers Guild deemed was safe for Men to know, such as the art of making true steel and how to manufacture black powder. Naturally, Dwarfs also passed along countless tips for brewing ales that were less watery, and construction advice for building structures that did not sag and lasted longer than just a few centuries.

THE GREAT WAR AGAINST CHAOS

The northern borders of the Empire and Kislev were victim to constant raids by Beastmen and northern barbarians. This turned to open war when, one winter, the hordes of the north surged through the High Pass. The human city of Praag on the River Lynsk fell amidst horrors undreamt of by Men, but which were recognisable by the Dwarfs from their Book of Grudges: the nightmarish powers of Chaos were ascendant again. That the Empire would fall seemed a surety, but Dwarfs do not forget oaths or debts. High King Alriksson raised his banner, called his kinsfolk and marched from Karaz-a-Karak to join the fray. Together, with Emperor-to-be Magnus the Pious, the old alliance once again proved victorious, lifting the siege of Kislev and sundering the Chaos forces, sending them slithering back to the Northern Wastes.

There was little celebration, however, for after the tides of Chaos recoiled, evidence of their despoiling was revealed. The city of Praag was now a place of dread, its ruins a monument to the twisting evils of Chaos. The Dwarfs grumbled into their beards that the worst was yet to come and that Chaos would return. So it would prove to be, though it took many generations of Men before it came to pass.

THE AGE OF RECKONING

Upon his return to Karaz-a-Karak from the battles in Kislev, High King Alriksson felt his age and the heavy burden of his rule. Perhaps most of all, he felt the cost of the war, for many Dwarf lives had been lost fighting against the forces of Chaos, including those of his own sons. The High King himself did not escape the fray unscathed, for atop his Throne of Power, Alriksson had advanced deep into the thick of the battle, felling many foes. He now bore grievous wounds that showed no sign of healing, although the stoic High King remained unbowed, allowing no slowing of the vigour that had marked his long life. The decision to aid the Empire had been easy, and even had he known the cost beforehand, he would still have gone – honouring the oath of his forefathers and marching to the succour of Sigmar's heirs.

Although he returned victorious, High King Alriksson's mind was uneasy. The other holds had not answered the call to arms with as many warriors as he had hoped. The Everlasting Realm felt separated by more than just distance and foes. Each stronghold was preoccupied with its own troubles, and he even suspected some of his royal cousins had fallen to the gold-sickness, a disease that, if unchecked, ended in isolationism and madness, misers starving to death upon hoarded piles of gold. Furthermore, the High King knew he was slowly dying from his wounds and that he no longer had an heir. Yet it would not be his fate to sit in a dark hall nursing old grudges and honing his axe in bitterness while doing nothing for the Karaz Ankor.

High King Alriksson called for a Council of Kings, something not done in over three centuries. The Dwarf king of every stronghold, along with the most powerful thanes and the royalty of every clan, made the dangerous trek to the halls of the High King. They gathered in the Great Hall, and many oaths of loyalty were repeated before Alriksson announced his plan for succession. There were a dozen suitable candidates – great kings and thanes of royal clans who could claim descent from the Ancestor Gods themselves. Each of these noble warriors would be given a full year to accomplish heroic feats and attempt deeds worthy of a High King, after which they would present themselves to the full assembly and a decision would be made.

This plan was readily accepted by the assembly, who answered with many hearty voices that made the Great Hall ring as it did of old. The naming of a successor as approved by a Council of Elders was (and still is) tradition amongst Dwarfs. And following traditions is, for Dwarfs, extremely gratifying and always greeted with gruff enthusiasm. Yet this undertaking was even better, for on top of ancient tradition, it proposed a contest of deeds, a protocol which was not unheralded, as many classic sagas told of the kings of old and the great feats they did to win the Throne. In this, the High King Alriksson showed his great wisdom, for all Dwarfs are eager to prove the superiority of their clan and the pre-eminence of their stronghold.

DEEDS WORTHY OF A HIGH KING

After one year's time, the Council of Kings convened once more. As the ale flowed, each clan's contingent cheered boisterously before High King Alriksson raised his hand for

silence. The right words were said, and grudges written, for the three candidates who were not present – two of whom were known to have been slain during the course of their year's deeds, the third missing and presumed dead.

After the formalities were concluded, the Great Hall again swelled with booming voices, chants, and rude remarks about the failings of different clans. Each claimant climbed the dais before the High King's Throne and turned to face the assembled throngs. After the echoes of his supporters died down, he regaled the audience with an account of his deeds. Most of these were well received – perhaps the loudest cheers were for Ungrim Ironfist, who had the head of the Giant he had slain dragged forth (which took a score of Dwarfs) so that all could marvel at its size. A close second was Buregar, leader of the Angrund clan and direct descendant of King Lunn, the last ruler of Karak Eight Peaks. For several periods of Dwarfen history, the High King had sat upon the throne of Karak Eight Peaks and some few clans hoped to see that lineage restored to rule, although Karak Eight Peaks lay now in ruin.

Even as High King Alriksson quieted the crowd to begin the pronouncement, a latecomer marched into the vast hall. It was none other than the High King's sister's son, Thorgrim, who had earlier been presumed slain. He was well known in Karaz-a-Karak and had long been mentored by the aged High King. Now he returned, flanked by a sight not seen in Karaz-a-Karak for thousands of years – a contingent of Dwarfs from Norsca. For during the campaign in Kislev, after High King Alriksson had been injured, it had been Thorgrim who had re-established the old ties with those long distant clans. In turn, each of the Norscan kings spoke of Thorgrim, and of the deeds of valour he had performed in the icy north; of great monsters slain and battles won. Yet such acts were not the extent of Thorgrim's journeys.

Thorgrim, along with other members of his clan, had entered several of the Lost Holds, seeking out those treasures which remained hidden, or hunting down and slaying those creatures that dared claim the revered artefacts made by the Dwarfs of old. He returned several long lost relics that bore runes of which Kragg the Grim, the eldest living Runelord of the Karaz Ankor, had only heard tell in legend. Many on the assembled Council of Elders wept openly as they passed around these recovered pieces of a more glorious age, marvelling at the workmanship of the Golden Sceptre of Norgrim, coveting the returned fragments of what could only be the lost crown of Karak Drazh.

While the assembled clan kings and revered elders passed these artefacts lovingly back and forth, Thorgrim finally spoke. His booming voice echoed across the mile-long colonnaded hall, and all could hear the steel in it. The return of these long-lost treasures, he said, was not enough. His words were bold, calling for the reclamation of the fallen holds, for the clans to work together as of old. Most passionately of all, Thorgrim called for a mighty vengeance. All of the potential successors had done as much, but Thorgrim's vow went further, for he announced it was his dream to avenge the wrongs done to his people by striking clean the entire ledger of the Great Book of Grudges.



The assembled Dwarf lords, the gleam of returned treasure still in their eyes, were silent – the boldness, the audacity, of Thorgrim's words struck home like a thunderbolt. Then thousands of voices were lifted as one, a tumult as if to raise the vaulted ceiling. Tankards clashed, and so vigorous was the table-thumping that waves of ale foamed onto the floor. So was Thorgrim Grudgebearer named successor to High King Alriksson and a new era begun.

THE GREAT RECKONING BEGINS

It was not long after being named successor that Thorgrim was crowned High King, for Alriksson's wounds from the Great War Against Chaos had never healed. The old Dwarf was so resilient and stubborn, however, that he had simply refused to die, holding on against the pain until the proper heir could be named and his designs of unifying his people kept alive. So passed a great king.

Thorgrim knew he had energised his subjects and that he needed to keep up the momentum. Thus he personally led a campaign to drive the Orcs and Goblins out of Black Fire Pass so that Karaz-a-Karak could ensure steady trade with the Empire. After a series of bloody battles, Thorgrim led his throng into the pass from the south and King Alrik Ranulfsson, of Karak Hirn, circled his forces to attack Black Fire Pass from the north. The two kings cut swathes through the greenskins there and met in the middle of that steep vale, where they leaned on their axes and conversed before finishing the slaughter. Several grudges were struck out that day, the start of what would be the Great Reckoning.

THE THRONE OF POWER

It is said that the Throne of Power was made by Grungni himself and that as long as it endures, the Dwarf race will also. Since Snorri Whitebeard, the first High King after the Ancestor Gods departed, every High King in turn has sat upon the ancient wonder. In fact, tradition dictates that whenever the High King sits down, he must do so on the Throne of Power. At Karaz-a-Karak, the Throne normally resides in the cavernous Great Hall, raised upon a massive pedestal of polished stone. Those who would seek an audience with the High King must climb a flight of steep steps as the Dwarf lord stares down imperiously.

When the High King travels the Throne is borne aloft by four strapping Dwarfs who are called the Thronebearers. It is a great honour to be named a Thronebearer, for they are the High King's personal bodyguard. When the Dwarf High King goes to war, he does so riding atop the Throne of Power. From its sturdy deck, the High King can wield his axe to deadly effect while the bodyguards are adept at slashing attacks even while hefting the throne's considerable weight. Over the ages it has been at countless battles, seeing both great victories and crushing defeats. There are many sagas of the kings of old, telling of the famous deeds done by those who fought upon it – from last stands to battle line-crushing breakthroughs. By some secret of its creation, the Throne is nearly impervious to harm, although it does bear slight dents in its ornate carvings caused down the ages by creatures such as Dragons or Greater Daemons.

THE RETURN TO KARAK EIGHT PEAKS

Thorgrim's rule took up where Alriksson's had left off – reminding his race (and their enemies) that although the Dwarfs no longer had the power they once did, they were still a force in the world. One by one, ruined strongholds were reconquered. Progress was slow, as the Dwarfs fought grimly to establish footholds amid the ruins of their ancestors' splendour. Thorgrim's most ambitious plan was his attempt to rally the clans to aid Belegar, son of the recently deceased Buregar, in the task of re-taking Karak Eight Peaks. Since its fall, more expeditions had tried to resettle Karak Eight Peaks than any other hold, but all had ended in failure.



Great effort went into ensuring King Belegar's forces could break back into their fortress of old, as even in its ruined state, Karak Eight Peaks presented a formidable series of natural defences and deadly chokepoints. Dwarfs attempting re-entry in the past had been ambushed, poisoned and picked apart before they could penetrate the hold's depths. To equip Belegar's army, Thorek Ironbrow, Master Runesmith of Karak Azul, had forged new rune-covered axes and hammers, while Thorgrim gifted ancient weapons from his hoard to Belegar's warriors. It was an army like the elder days, when entire battalions went to war wielding runic weapons and protected by rune-struck armour.

Aided by a throng from Karak Azul led by Thorek Ironbrow, the Dwarfs broke through the outer defences and fought their way into Karak Eight Peaks. From there, they took a portion of the upper city and fortified it against counter-attack. They did so just in time: soon after, Night Goblins assailed them in an overwhelming tide, outnumbering the Dwarfs many thousands to one. The Dwarfs held, with war engines and crackling lightning from Thorek's anvil reaping

UNDERGROUND WARFARE

There are few things as brutal and bloody as the bitter fighting that goes on in the war beneath the world. Battles take place in cramped corridors and cavernous halls, with foes emerging unexpectedly from new tunnels opened up to allow the enemy to attack suddenly from almost any direction. In such close quarters butchery there is no mercy and a single step backwards can quickly turn into slaughter and rout. Dwarfs naturally excel at subterranean warfare, their sturdy compact physique, thick, impenetrable armour and determined tenacity makes them nearly impossible to shift out of a narrow confine. Behind locked shields the doughty warriors push forwards, axes at the ready for a grinding battle of attrition, the kind of fight they have nearly always emerged victorious from since the dawn of time. But it is rare when an underground battle can be won by simply slogging it out, as other armies too have become adept at such warfare. Skaven and Night Goblins in particular have evolved many underhanded tactics, loathsome beasts and diabolical engines of war in an attempt to counter the superior troops of the Dwarfs.

a terrible toll. Those greenskins that pushed onwards were met by a wall of steel that no foe could pass. In the ruined mansions of their forefathers, the Dwarfs held strong and the steep-shadowed vale of the eight peaks echoed once more to the sounds of slaughter and war chants.

Skarsnik, the leader of the Night Goblins and self-styled 'Warlord of the Eight Peaks', called off the ineffective attacks after a few days. Greenskin losses were in the tens of thousands, but Skarsnik knew he could afford to take such casualties daily if need be. That assault was merely a probe, and he now guessed what the Dwarfs were up to, so the shrewd Night Goblin leader began to plot a more devious attack. Nearby in the shadows, red-eyed Skaven spies saw everything, reporting news back to Queek Headtaker, the most infamous of Clan Mors' Warlords. After many battles, Queek dominated the majority of the lower deeps of Karak Eight Peaks. There, in the underbelly of the stronghold, the Skaven had gnawed out their own massive warren. At Queek's command, the Stormvermin shock troops massed – a thousand claws of troops awaiting the order to spearhead the attack. Soon, they would sweep the Night Goblins and the hated beard-things away in a single surge.

And so it has gone at Karak Eight Peaks for decades; Belegar and his Dwarfs withstanding plots, alliances, ambushes, super-weapons, and untold deathtraps. Three times they have been rescued by relief forces that broke through the cordon of foes to bring much-needed reinforcements, the last army led by Thorgrim himself. Belegar has sworn a mighty oath to retake Karak Eight Peaks and, inch by bloody inch, the Dwarfs have expanded their foothold. With each small gain, the engineers refortify before the inevitable counter-attack arrives. So the battle grinds on in a permanent state of siege.

BATTLE OF BROKEN LEG GULLY

Always eager for battle, Ungrim Ironfist marched out of Karak Kadrin to seek Gnashrak Badtoof, a crafty Orc leader whose rampaging army had already eluded Thorgrim Grudgebearer. Three times, Ungrim's throng defeated the greenskin host, but in each instance, the Orcs escaped, largely due to the bloody ferocity of Gnashrak's hard-fighting mercenary Ogre contingent. Soon after the third battle, however, Gnashrak had a falling out with his Ogre Captain, a fearsome brute named Golgfag. Defecting to the Dwarfs, Golgfag and his Ogres delivered Gnashrak's arm as proof of their 'new' loyalty. Ungrim accepted the Ogres' offer, and together, the forces made short work of the remaining greenskins. All would have been well had Golgfag, a greedy and grasping Ogre, not betrayed the Slayer King. Before leaving for greener pastures, the Ogre mercenaries looted the Dwarfs' baggage train, stealing all the ale for themselves.

Although it took five years, Ungrim finally settled the score. While heading eastwards, Golgfag and his Ogres unwisely crossed the Worlds Edge Mountains at Peak Pass, a route which ran in the shadow of Karak Kadrin. While on that narrow trek, they found their path blocked by the Slayer King at the head of a hundred of his angry kin. Upon seeing that he had more Ogres than there were Slayers, Golgfag laughed, but his rumbling guffaws stuck in his throat when he saw the red ruin unleashed by Ungrim and his spike-haired crew. With his army massacred, Golgfag was summarily beaten and thrown into a dungeon to rot.

ZHUFBAR UNLEASHED

When Goblins attacked Zhufbar, it was not considered odd, although a few of the details were unusual. Many of the greenskin tribes were wolf-riders or nomadic drifters from the east, and they were disorganised even for their own anarchic kind. The Dwarfs of Zhufbar were unperturbed. It is commonly said that the clans of Zhufbar have longer fuses than most Dwarfs, an allusion to the high number of engineers and artillery masters found in that stronghold as well as a comment on their unflappable approach. Knowing the siege would dissipate on its own, they were content to stay within their fortifications to allow their new steam-powered war engine some gunnery practice. Not realising the situation was in hand, Karaz-a-Karak and Karak Kadrin marched to aid their cousins, with Thorgrim Grudgebearer and Ungrim Ironfist leading their respective throngs. The Goblin threat was quickly put to the axe, and no sooner had the celebratory kegs been opened, then a strange hooded figure interrupted the High King's victory toast. It was none other than Josef Bugman, a reclusive ranger who had wandered the wilds since the destruction of his brewery-fortress.



Bugman revealed that the Goblins were unintentional invaders, themselves fleeing before another army from the east. Led by Tyrant Browl Lumphammer, many Ogre tribes had joined together and were on the march. By their routes through the mountains, traces visible to the wily tracker alone, and the intuitive twinge in his knee, Bugman reckoned that the Ogres' target was the Moot. After this speech, the weather-beaten ranger took a swig of ale before spitting it out and launching a tirade about 'improper brew'.

It was not long before the Dwarfs were en route; throngs from Karaz-a-Karak, Karak Kadrin and Zhufbar all followed as Bugman led them through little-known mountain trails. Thanks to the shortcut, the Dwarfs headed off the Ogre army, catching them just as the brutes were attempting to ford the River Aver. Huge lines of lumbering Stonehorns were midstream when an army of Men from Nuln arrived on the far bank to join the fray. The largest concentration of artillery seen in the Old World opened fire, and the Ogres that survived that storm of cannonballs were chopped down to size by Thorgrim Grudgebearer's forces. Although he disappeared after the battle, Bugman left some of his fabled ale for the celebratory feast. All the Dwarfs admitted that Bugman's was superior to any other beverage they'd had.

IN THE SHADOW OF NAGASHIZZAR

Whilst ambassador between the High Elves and High King Thorgrim, Aliathra, the future Everqueen of Ulthuan, had been captured – the Vampire Mannfred von Carstein had ambushed her escort with a mighty army of Undead before the gates of Karaz-a-Karak. Thorgrim cared little for the fate of any Elf, but honour had demanded that he take action. Thorgrim's throng followed Mannfred to Nagashizzar, arriving to find the High Elves had already sent their own army, a force led by the renowned Prince Tyrion. The High Elves had succeeded in rescuing Aliathra from the blasted

citadel, but Mannfred had unleashed a counter-attack – an Undead host of incredible size. At Thorgrim's gruff command, the grim warriors of Karaz-a-Karak joined the fray and, in the end, it was Dwarf steel that turned the tide. Thorgrim, his household Hammerers at his back, crushed the Necromancer cabal that gave Mannfred's army its dread unlife. Alas, the blow fell too late.

Even as his minions perished beneath gromril hammers, Mannfred hacked his way through the Elf ranks, wounding or slaying many of their heroes and once again captured Aliathra, spiriting her away into the darkness. Thus was a great victory soured. To make matters worse, Tyrion showed no gratitude to the Dwarfs, instead blaming them for the loss of Aliathra. Tyrion made no move to strike, but his words carried insults no less unforgivable. Many Dwarfs grew wrathful at seeing their king so assailed, but Thorgrim stilled them. He was not so stiff-necked, he said, as to turn tragedy into a disaster, and the debt of honour was now paid – the next time the High Elves fought, they could do so alone. In the days after, Thorgrim's counsellors urged him to inscribe a new entry in the Great Book of Grudges, but Thorgrim refused, knowing he held the high ground and sensing that Tyrion already stood on the brink of destruction.

Even discounting the fickle Elves, thus far in Thorgrim's reign, more accounts have been struck from the Great Book of Grudges than new ones added – a fact the grim, and often fatalistic, Dwarfs consider a great victory. But now, he and his warriors were desperately needed back north, and so Thorgrim gave the orders to begin another long march.





DEEDS OF THE AGES



Each Dwarfholt maintains extensive records, and so the history of the Dwarfs is thoroughly documented. What follows is a brief overview of the greatest events that affected the Karaz Ankor. Note that Dwarfs employ a unique dating system based on the founding of Karaz-a-Karak. These dates, along with those of the more commonly understood Imperial Calendar, are used below:

THE TIME OF THE ANCESTOR GODS

c-5500

No written records exist from this time, but legend relates how the Dwarfs, led by their Ancestor Gods, colonise the Worlds Edge Mountains. During this time Grungni teaches his people mining and how to make tools and weapons of iron and steel. Grimmir protects his people and defeats their foes – most famously slaying Urmskaladrak (the Father of Dragons). Valaya, teaches the Dwarfs protective wards, the use of runes and the art of brewing.

Year 1 -4523

In her travels the Ancestor Goddess Valaya establishes many strongholds, but in this time of peril she returns to her favourite and to take up permanent residence. At her request, two pillars at the heart of the greatest cavern are carved out of living rock and she blesses them. These are the first of the thousands of pillars that eventually hold up the Great Hall of Karaz-a-Karak. This marks the founding year of Dwarf record keeping.

Year 102 -4421

Grungni makes the Throne of Power and gifts it to his eldest son, Snorri Whitebeard. Grimmir meets the Elves and, despite his gruff manner, establishes friendly relations.

Year 103 -4420

Grimmir fearlessly strides off into the Chaos Wastes and is never seen again. Shortly afterwards marks the last sightings of the other Ancestor Gods.

THE GOLDEN AGE

Year 404 -4119

Bereft of their Ancestor Gods for the first time, the Dwarfs name Snorri Whitebeard as their High King. Joining forces with Malekith of the Elves, Snorri leads the Dwarfs as they hunt down and destroy the last Chaos armies that threaten the Old World. Afterwards, trade flourishes with the Elves and the Dwarfs, growing ever richer, found many new strongholds.

Year c500-600 -3900

Considering themselves abandoned by their kinfolk and gods, the Dwarfs that remain in the Zorn Uzkul turn, in their need, to worship Hashut, the Father of Darkness.

Year 1684

The High Elf King Bel Shanaar visits Karaz-a-Karak and swears friendship oaths with venerable Dwarf High King Snorri Whitebeard.

-2839

Year 3025

Orcs seize the mines at Ekrund from the vastly outnumbered Dragonback Dwarfs. Also, the watchtowers of Mad Dog Pass are taken over by Night Goblins and greenskins pour in from the east.

-1498

Year 2518

The Great Betrayal mars relationships between Dwarfs and Elves. Many small battles take place.

-2005

Year 3066

The gold mines at Gunbad, the richest mines in the Worlds Edge Mountains and the only source of Brightstone, fall to Night Goblins.

-1457

Year 2526

Hoping to avoid war between the two races, the Dwarf High King Gotrek Starbreaker sends an ambassador to Ulthuan to demand recompense. He is summarily deported, but not before the Elves shave the ambassador's beard as a final insult. Thus begins what the Elves call The War of the Beard, however Dwarfs, who do not take such things lightly, name the campaign the War of Vengeance.

-1997

Year 3136

The Silver Road Wars begin and rage around Mount Silverspear. The wars culminate after twenty years when Mount Silverspear is captured by Orcs led by Warboss Urk Griffang. They rename the ruined hold Mount Griffang.

-1387

Year 2549

Snorri Halflhand, son of the High King, is slain by Caledor II after challenging the Elf King in combat.

-1974

Year 3273

Thunder Mountain erupts and the crusade known as the Troll Wars begins. High King Morgrim Blackbeard leads his forces to retake some minor settlements and refurbish and re-seal ancestor tombs damaged at the beginning of the Time of Woes.

-1250

Year 3003

The battle of Three Towers at the gates of Tor Alessi. The Dwarfs win in a cataclysmic battle for mastery of the Old World. Gotrek Starbreaker kills Caledor II and takes the Phoenix Crown. The High Elves retreat to Ulthuan or skulk into the woods of Loren.

-1600

Year 3338

Runesmith Kadrin Redmane clears the ruins of Karak Varn, driving the Skaven into the deeps. He discovers a rich vein of gromril and miners flock to Karak Varn to extract the coveted metal.

-1185

THE TIME OF WOES

Year 3023

The Worlds Edge Mountains are riven with earthquakes and volcanic eruptions beginning a time of anarchy known as the Time of Woes. During this period, the records of many strongholds are lost or disrupted. Even the Great Book of Grudges in Karaz-a-Karak falls silent during this period. From what records remain it is clear that many Dwarfs are slain, all holds are damaged, countless mines collapse, and the Underway is partly ruined, blocked with rubble, flood waters or magma. The strongholds are all cut off from one another. Soon after the natural disasters the Goblin Wars begin. Karak Ungor is the first Dwarfholt to fall. It is renamed Red Eye Mountain by the Night Goblins.

-1500

Year 3387

Orcs ambush and kill Kadrin Redmane on the shores of Black Water. Kadrin's last act is to throw his rune hammer into the water to prevent it falling into the enemy's hands. Within a decade the Dwarfs are forced out of Karak Varn once more.

-1136

Year 3024

Taking advantage of the damage wrought by earthquakes and flooding, Skaven and Night Goblins invade Karak Varn and despoil it.

-1499

Year 3548

The Battle of a Thousand Woes. High King Skorri Morgrimsson leads a massive Dwarf army in an attempt to retake Karak Ungor. The Dwarfs clear the southern valley and gate, but are ultimately driven back. Skorri leads the remnants of his army back to Karaz-a-Karak and dies shortly after.

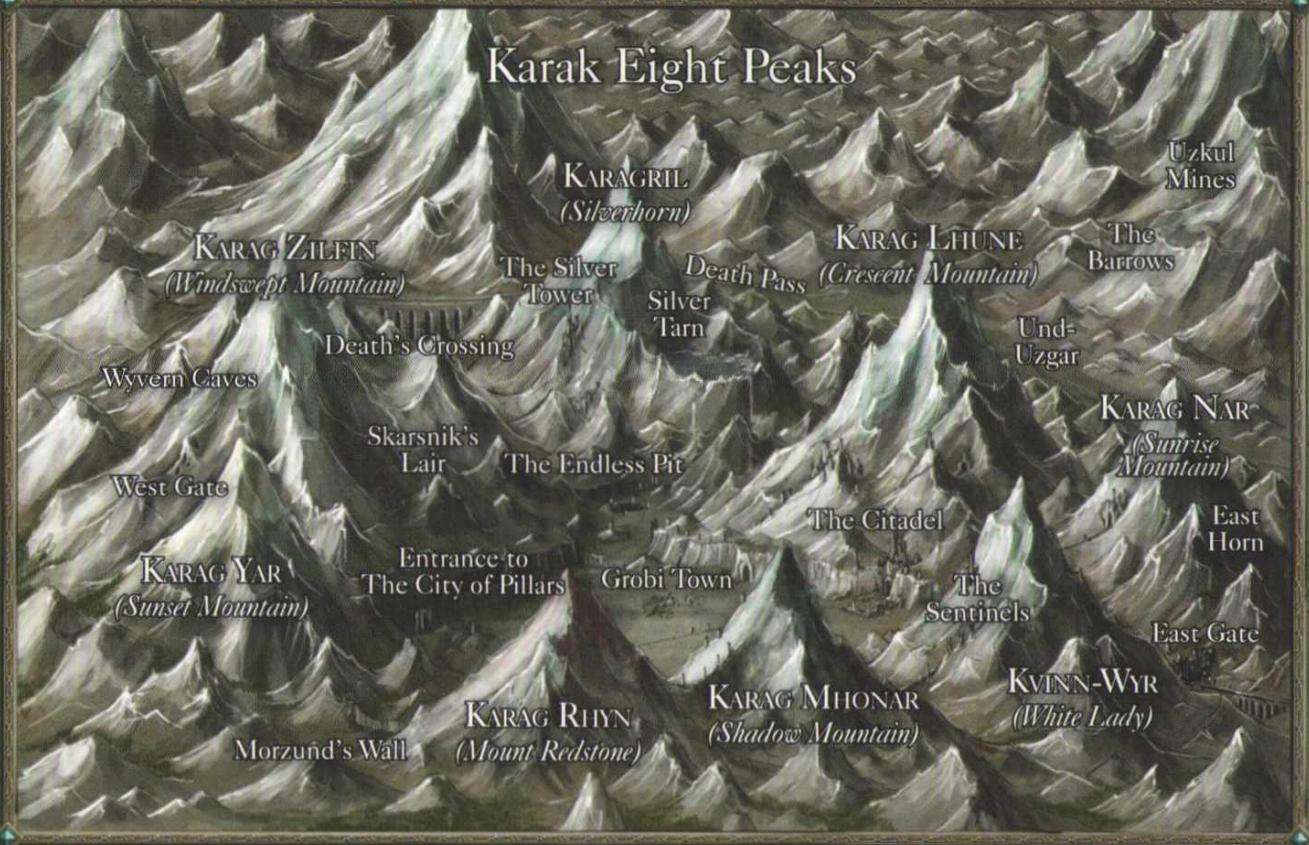
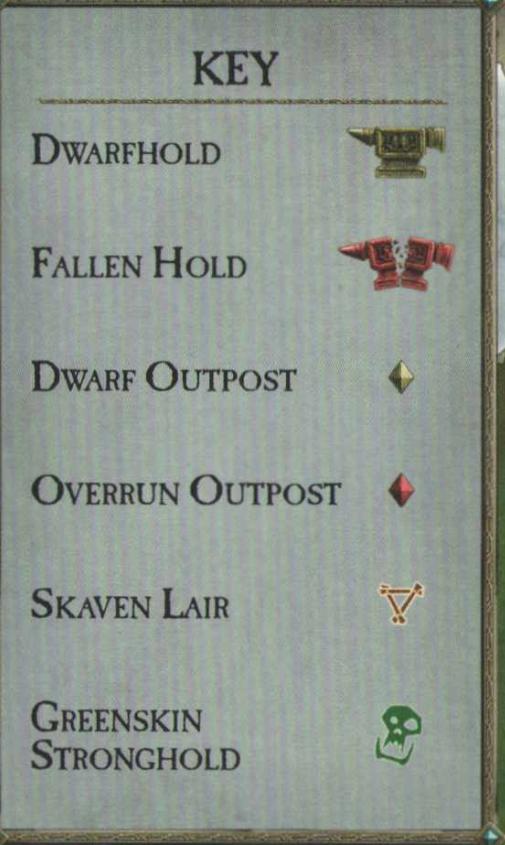
-975

Year 3773

Night Goblins attack Karak Azgal but are repulsed, but the greenskins go on to attack Karak Azul where they gain a foothold in the western halls and lower deeps. The Dwarfs fight for another ten years before they finally expel the invaders at great cost.

-750

THE AGE OF RECKONING		
Year 3803	-720	
<i>First recording of the Dragon Skaladrak Incarnadine as it destroys several mines near Karak Kadrin.</i>		
Year 3822	-701	
<i>Miners working in the depths of Karak Eight Peaks break into a Skaven tunnel. The Dwarfs are alarmed at the extent of the ratmen's burrows.</i>		
Year 3873	-650	
<i>Baragor, the first Slayer King dedicates the great Shrine of Grinnir in Karak Kadrin and takes the name of Ungrim as his own.</i>		
Year 4010	-513	
<i>The fall of Karak Eight Peaks. Enemy attacks increase until daily life becomes a battle for survival. Using poisoned gas, the Skaven drive the Dwarfs into an ever-diminishing realm as one peak after another falls. King Lunn orders his followers to rune-seal the ancestor tombs before fighting his way out. He vows to one day return.</i>		
Year 4054	-469	
<i>Orcs destroy Karak Azgal although they in turn are driven out by a Dragon. Now with a taste for plunder, the greenskins then attack Karak Drazh and take it, renaming it Black Crag. Over the following years the lands between Mad Dog Pass and Fire Mountain are taken over by Night Goblins save for Karak Azul. Although besieged, Karak Azul holds out, largely due to the influx of Dwarfs from the lost strongholds.</i>		
Year 4143	-380	
<i>Orc Warboss Ugrok Beardburner leads his Orc hordes to attack Karaz-a-Karak. The invaders destroy many smaller settlements and capture the Dwarf High King Logan Proudbeard, who never recovers from his great shame. Orc armies continue to rampage until the following year when they are defeated at the Battle of Black Water.</i>		
Year 4273	-250	
<i>Led by those who settle the Grey Mountains, the Dwarfs intensify trading with the tribes of Men.</i>		
THE AGE OF MEN		
Year 4508	-15	
<i>Orcs ambush and capture High King Kurgan Ironbeard, but he is later rescued by Sigmar, Prince of the Unberogen tribe. A great friendship is forged between the two races.</i>		
Year 4522	-1	
<i>The Battle of Black Fire Pass is won, a victorious climax to a long campaign waged by the alliance of Dwarfs and Men. After the battle, the nation known as the Empire is formed and Sigmar named as Emperor.</i>		
Year 4902	380	
<i>The Dwarfs discover the Elves of Athel Loren with disastrous results.</i>		
Year 5113	590	
<i>The fall of Karak Vrag, one of the few Dwarfholds established in the Mountains of Mourn.</i>		
Year 5180	657	
<i>Thori Gundrikson discovers gromril in the caves west of Black Water. The Dwarfs excavate tunnels and extract great quantities of the ore over the following years until the mines are found and destroyed by Skaven intruders.</i>		
Year 5208	685	
<i>Dorin Heldour brings the skin of the Dragon Fyrskar to High King Finn Soursowl at Karaz-a-Karak, where the skin is engraved with runes.</i>		
Year 5415	892	
<i>Kragg the Grimm forges the Rune of Stone under the eye of his Master, Morek Furrowbrow. Kragg is to become the greatest and longest-lived Runesmith of his age.</i>		
Year 5555	1032	
<i>Skalf Dragonslayer slays the Dragon Graug the Terrible and claims the Kingship of Karak Azgal. The hold, however, remains infested by Night Goblins forcing Skalf to establish a town in the valley below the hold's old entrance.</i>		
Year 5634	1111	
<i>The Dwarfs seal their strongholds as the Black Plague sweeps the Old World. Skaven attacks on the Dwarfs are repulsed, but cause many casualties.</i>		
Year 5943	1420	
<i>The great Dragon Skaladrak Incarnadine ravages the lands around Karak Kadrin.</i>		
Year 6235	1712	
<i>High King Kendrak Gottrison attacks and destroys the remnants of Orc Warlord Gorbad Ironclaw's army as it limps back towards the Badlands.</i>		
Year 6728	2205	
<i>In the Battle of Black Falls Dwarf High King Alrik and Goblin Warlord Gorkil Eyegouger are both slain while fighting along the rim of Black Falls. The Goblin Warlord is mortally wounded, but pulls his adversary to his doom over the falls. The Dwarfs, led by Alriksson are so enraged they rout the remaining greenskins in a massacre.</i>		
Year 6825	2302	
<i>The conclusion of the Great War Against Chaos. A large force out of Karaz-a-Karak marches to aid Kislev. High King Alriksson distinguishes himself in battle and is honoured by Magnus the Pious.</i>		
Year 6827	2304	
<i>Newly crowned High King Thorgrim Grudgebearer sets out to reclaim what was once the territory of the Dwarfs. Mad Dog Pass is retaken and held.</i>		
Year 6943	2420	
<i>Grom the Paunch of Misty Mountain rampages through the Worlds Edge Mountains, defeating a throng sent to oppose him at the Battle of Irongate.</i>		
Year 6996	2473	
<i>Through many battles, Belegar, descendant of King Lunn, establishes a foothold within Karak Eight Peaks and declares himself King of that ancient hold.</i>		
Year 7021	2498	
<i>Major reinforcements reach Karak Eight Peaks after winning the Battle of the Jaws.</i>		
Year 7026	2503	
<i>An Orc attack plunders Karak Azul and captures King Kazador's family, hauling them off to captivity in Black Crag except for Kazrik, the King's son, who is shaven and left behind, nailed in place onto his father's throne. It takes over a decade before Thorgrim Grudgebearer can free all the captives and track down and slay the Orc leaders responsible.</i>		
Year 7033	2510	
<i>Ungrim Ironfist leads his armies to defeat the rampaging Orc hordes of Gnashrak Badtoof. The campaign culminates with the Battle of Broken Leg Gully, where the Ogre mercenary Golfgag aids the Dwarfs, but later betrays them – a crime for which Ungrim promises he will one day pay.</i>		
Year 7038	2515	
<i>Ungrim Ironfist beats, captures and then ultimately releases Golfgag Maneater, saying it would be more sporting to hunt him down later.</i>		
Year 7042	2519	
<i>The Battle of a Hundred Cannons. Greenskins attack Zhufbar but fail to breach the defenses before Thorgrim Grudgebearer and Ungrim Ironfist arrive leading armies to destroy the foe. When a marauding Ogre force appears – the true cause of the greenskin disturbance – the throngs unite with an Empire army from Nuln to destroy the Ogres in the largest concentration of artillery ever seen before.</i>		
Year 7045	2522	
<i>High King Thorgrim Grudgebearer leads a throng to Nagashizzar in an attempt to free the future Everqueen of Ulthuan, who is the prisoner of the Vampire Mannfred von Carstein. Their quest fails and leads to a falling out with Prince Tyrion and the High Elves. After the battle, the Dwarfs force march north to Karak Eight Peaks.</i>		



Norsca
Troll Country

The High Pass
Kraz Und
KARAK VLAC (The Lost Stronghold)

Kurak Peak
Zorn Uzkul

WORLDS EDGE MOUNTAINS

Silver Pinnacle (Palace of the Night Queen)

KARAK UNGOR (Red Eye Mountain)

The Desolation of Drakenmoor

KARAK KADRIN (Slayer Keep)

Fallen King Mountain

Rib Peaks

The Blasted Wastes

Forest of Shadows

The Empire



The Dark Lands



⊕ THE DWARF REALMS ⊕

East of the Empire rise the snow-capped peaks of the Worlds Edge Mountains. Amidst the heights and valleys, unseen by Men or Elves, the Dwarfs have chiselled vast architectural wonders. These are nothing less than underground cities – nigh-impenetrable strongholds built to house the race of Dwarfs at the height of their power and skill. All of these underground mansions contain impressive fortifications, lower mining levels, great forges and workshops, and stone-hewn streets with living quarters. Although far below ground, the great Karaks are not darksome; they are illuminated by shafts cunningly wrought into the mountainside to allow in daylight. This, along with well-placed glowgems and great braziers, ensures that everywhere sparkles brightly with the glint of gold, the gleam of bronze, and the flash of gems.

Over the long ages, each stronghold of the Dwarfs has developed its own unique character – although in truth, other races probably fail to notice much beyond the fact that all Dwarfs are gruff and cantankerous. Occasionally, different strongholds enter periods of estrangement or even open feuds with one another, yet in the face of a common foe, Dwarfs will cease old hostilities and show great solidarity and resolve.

KARAZ-A-KARAK (EVERPEAK)

This is the mightiest and most populous of all Dwarf cities, and it remains the capital of the Karaz Ankor and is the stronghold of the High King. Here, amongst its ancient temples to the Ancestor Gods, High King Thorgrim Grudgebearer holds court in a vaulted Great Hall large enough to engulf a human town. The forest of pillars that form the mile-long nave of the hall tower high into darkness. Despite suffering attacks beyond number, Karaz-a-Karak has never fallen to an invader. Here are kept the Great Book of Grudges, the Book of Remembering and countless hoarded treasures, each an object of awe and veneration to any Dwarf. After a great deal of bluster and grumbling, even the most independent of Dwarfs from one of the far-off holds will ultimately admit to a fierce pride of Karaz-a-Karak. Although their empire may have crumbled, here at the stony heart of their realm, its power and splendour endure.

GRANDEUR BEYOND IMAGINATION

The inside of a Dwarfholt is a sight rarely seen by outsiders, but those who have witnessed these ancient dwellings report them to be of a size and majesty beyond their wildest expectations. Therein lie arched passages, magnificent chambers and many pillared halls beyond what the eye can see. They are massive cities hewn into the world's bedrock – every pillar, post or lintel sculpted with a level of craftsmanship that shames the workings of all other races, for rock is a plaything to Dwarfs. The sprawling underground complexes are made up of halls (those levels at or above the main gate's level), wide avenues and deeps (those levels below the main gate). Everywhere gleams with the glint of gold and gemstones – as the least of Dwarf halls hoards treasures beyond the finest palaces of other races.

ZHUFBAR (TORRENT GATE)

The most mechanised of strongholds, Zhufbar is built into a deep chasm worn over time from a torrential waterfall that cascades down through its centre. The sound of thousands of grinding water wheels, wheezing bellows and pounding drop hammers echoes off nearby peaks – a never-ceasing tumult of industry. Spark-ridden smog wreathes the peak above, and at night, the chasm glows from untold furnace fires. Rebuilt after its near-destruction during the Time of Woes, Zhufbar is the centre of metalwork for the Karaz Ankor and also contains the principal shrine of the Dwarf Engineers Guild. Although it is surrounded by greenskin tribes, and its lowermost levels are riddled with Skaven, Zhufbar stands strong. In addition to its visible defences, the stronghold also contains a series of retractable towers, iron-clad gun bunkers and rune-protected blast walls. A formidable airfleet, berthed in telescopic launch bays hidden about the mountainside, also ensures that besieging forces never survive for long.

KARAK KADRIN (SLAYER KEEP)

Standing guard over the eastern edge of Peak Pass is Karak Kadrin – an imposing stronghold carved into the bleak and jagged peaks. The treacherous pass is carefully guarded by the Dwarfs, for it is monster-haunted and one of the main routes by which invading Orcs and Goblins move westwards from their lairs in the dark eastern lands. The fierce clans who populate Karak Kadrin pride themselves in keeping this pass open to trade while denying intruders. In times past, King Baragor suffered a terrible loss that drove him to become a Slayer, one of the cult of dishonoured Dwarfs who seek out death by fighting the largest and most powerful of monsters. However, as King, his responsibilities to kin could not be put aside, and he did not wander the wilderness to find his doom, instead becoming the first Slayer King. Unable to seek out death himself, Baragor built the Shrine of the Slayers, encouraging other Slayers to come to Karak Kadrin. To this day, his descendants are known as the Slayer Kings with Ungrim Ironfist the current leader to carry that title and woeful burden. Slayers still flock to Karak Kadrin, where their deeds are commemorated and their axe skills put to good use against the many surrounding foes.

KARAK AZUL (IRON PEAK)

The last of the great southern holds to remain under Dwarf control, Karak Azul, is situated over the richest iron mines in the Worlds Edge Mountains. It has withstood its long history of invasions thanks to the determination and skill of its weaponsmiths and armourers. The keenest blades and the most impenetrable suits of armour come from the anvils of Karak Azul. There, the finest Runesmiths, watched over by Thorek Ironbrow, toil to forge weapons to arm the beleaguered outposts found throughout the Karaz Ankor.

King Kazador rules Karak Azul, although it has become a grim and joyless place since a brutal Orc invasion took the lives of his family. He has become a dark and brooding avenger, a great pursuer of his people's enemies. He is fiercely dedicated to the High King, for it was Thorgrim who delivered revenge, presenting Kazador with the head of Gorfang Rotgut, the Orc who slew his kin.

BARAK VARR (SEA GATE)

Barak Varr is unique in that it is the only Dwarf stronghold located on the coast, its tunnels and caverns carved into the towering sea cliffs of the northern Black Gulf. In vast chambers under the bluff is a deep-water harbour where the Dwarf fleet sits in proud rows. Although Dwarfs don't usually care much for the sea, their steam-powered ironclads, each a floating fortress, can match any navy in the world in a sea battle. The most cosmopolitan of Dwarf cities, Barak Varr sees traders from many realms and goods are carried up Skull River by Dwarf ships and then by caravans up the Old Dwarf Road to Karaz-a-Karak. The Border Princes benefit greatly from the Dwarf domination of the river, as their gunboats clear away any Orc tribes that wander too close.

KARAK EIGHT PEAKS

In its heyday, the city of Karak Eight Peaks rivalled Karaz-a-Karak in size and importance. Yet, after centuries of battle, the city succumbed to the relentless attacks of Orcs, Night Goblins and Skaven. After sealing away any treasures they could not carry, as well as the sacred tombs of their ancestors, the remaining Dwarfs abandoned the doomed city. The loss of Karak Eight Peaks was the low point for the Karaz Ankor. Built in a natural amphitheatre ringed by eight snow-covered peaks, the city above ground lay in ruins swarming with greenskins, while Skaven and nameless monsters roamed the network of dark halls, mines and tombs below. Over the years, the ruins were plundered many times, as various tribes of Orcs and Goblins, and countless clans of Skaven, fought for control of the city and its deeps – like scavengers vying over the carcass of a slain beast.

Since its fall, descendants of King Lunn, the last to rule Karak Eight Peaks, have tried many times to lead throngs back to reclaim the hold – each time being repulsed with terrific losses. Recently, however, Belegar, with the aid of the High King and Thorek Ironbrow, has led a successful re-entry back into the surface stronghold. He has reoccupied the citadel – the heart of the above-ground city – and there he and his army stand defiant against the waves of attackers that seek to destroy this beach-head amongst the ruins.

DWARF COLONIES AND NEW HOLDS

The major Dwarfholds are enclaves of order amongst the wilderness, but there are also many smaller settlements, mines and outposts throughout the Worlds Edge Mountains and scattered across the world. These dwellings are far more humble in size than the ancient strongholds, often being little more than fortifications erected by mining expeditions. There, desperate and dispossessed clans hope to strike it rich and dream of establishing a new stronghold worthy of the Karaz Ankor. A small percentage of these colonies persevere, becoming permanent holds – although Dwarfs still refer to even the oldest of these as 'new holds'. The largest of these was the Ekrund mines in the Dragonback Mountains, until they were overrun by Orcs, leaving the Dragonback clans as homeless wanderers. Still, other new holds have survived and even prosper, despite the odds stacked against them.

Perched high above the world in the Black Mountains, many small but productive Dwarf mines, as well as trading outposts, can be found. They stand alone, and can only be reached by treacherous mountain passes and cliff-hugging

tracks. Although they cannot access the same richness of mineral deposits as the older strongholds, they are more easily reachable by traders from the Empire and Tilea. The chief of these holds is Karak Hirn, the Horn Hold.

The Dwarfs of the Grey Mountains are generally regarded as poorer still, for those regions contain few lodes of any truly valuable metals. Karak Norn is the largest of these settlements, and is ruled by King Brokk Ironpick. Many bands of prospectors and rangers roam the high peaks, desperate to find wealth. The range known as the Vaults offers a similar tale; its largest hold is Karak Izor, which is known to Men as 'Copper Mountain'. Its deep mines have found copper aplenty, along with tin, iron and too many Skaven – a constant threat underneath this mountain range.

Although Dwarfs settled Norsca during the Age of Ancestors, they were cut off entirely by the great Chaos storms. Apart for so long, the Norsca Dwarfs became estranged from their kin, developing their own language and culture. Some clans became extreme isolationists, while others forged close bonds with tribes of barbarian humans that settled in those regions. Several great strongholds have fought off Giants, Ice Drakes and Chaos monsters, and carved out an existence in those snowy peaks, including Kraka Drak, the renowned Dragon Hold, and its greatest rival, Khazid Ravik. During the Great War Against Chaos, Thorgrim Grudgebearer made alliances with those clans that had come from the north to aid in the fight against a common foe. Since becoming High King, Thorgrim has exchanged rings of kinship with many of the Kings of Norsca, including the Great King of Kraka Drak, Thorgard Cromson.

Of the Dwarfs that long ago settled in the Zorn Uzkul, and were once thought lost, nothing is said – their mention swiftly turns even ale-induced talk to brooding silence. As for the footholds established further to the east, in the Mountains of Mourn, the Dwarfs are far more enthusiastic. While those holds from before the coming of Chaos have been long lost, new expeditions to those danger-filled lands have returned word of rich treasures, rubies the size of battle helms and a fabled mountain made entirely of purest gold.



THE UNDERWAY

In the great days of the Karaz Ankor, many strongholds were linked by underground roads hacked through the solid rock. This network of tunnels is called the Underway, or Ungdrin. From the main tunnel, other branches led off to individual mines, forts and outlying strongholds. Partly destroyed by earthquakes, the system is nowadays largely in ruin – overrun by Skaven and Night Goblins. Under the rule of Thorgrim, however, many sections have been cleared and repaired. Once again, the Dwarfs can travel the Underway, although they only do so in large throngs, ready to fight, for it is a continual battle. Nonetheless, the Dwarfs are slowly opening up more of that ancient way, reclaiming more of their former realm.

THE LOST REALMS

Since the glory days of the Golden Age, many Dwarfholds, including some of the largest and most ancient, have fallen. Many were destroyed during the Goblin Wars, and their ruins litter the mountains, these days serving as lairs to monsters or held by the likes of Orcs, Goblins, or Skaven. The most important of these many Dwarf strongholds are described below.

KARAK AZGAL (DRAGON CRAG)

At the height of its power, this stronghold was known as Karak Izril, the City of Jewels, but since its fall, the Dwarfs refer to the ruins as Karak Azgal, which means 'Hoard Peak'. Men know the mountain simply as Dragon Crag. After many centuries of pressure, the hold fell to Skaven tunnelling from below, while Orcs, aided by enormous war engines that were magically animated to life, flattened the above-ground city. Despite a thorough plundering, its fabled treasures could not be found; the disgruntled invaders left in disgust to attack Karak Drazh. And then the Dragon came. Graug the Terrible arrived, slaying all who remained in the ruins. Then, sniffing out the hidden treasure vaults, the reptilian monster nested upon that piled hoard for many years, slaying all who dared seek out the wealth for themselves. Eventually, a Dwarf hero named Skalf, later called the Dragonslayer, clambered over the blackened bones and scorched armour of the many Empire and Bretonnian knights who had attempted to defeat the wyrm and clove the scaled hide of Graug's throat. Powerful runes glowed as the Dragon lashed out in a last violent death spasm.

The retorts of Skaven rifles cracked and glowing shots pattered into the wall above. Grunni Grumlinsson's eyes were drawn to the bullet holes where the luminescent ammunition pulsed. And then the firing halted. The tunnel fighting had lasted three days, and the filthy ratmen only halted their jezzail-fire to launch assaults. Grunni took his place in line in time to see the first wave emerge out of the darkness. It was his worst nightmare – a tide of gaunt feral bodies flowing down the hallway.

'Steady,' growled a voice Grunni recognised as that of Korzak, their leader. Not until Grunni could see the red beady eyes and worm-like tails of his foe did Korzak give the order to light fuses. With hands shaking, it took three flint-strikes before Grunni's fuse caught, and when he looked up the Skaven were within spitting distance. Only then did the old Prospector bark the order for the regiment to throw their blasting charges.

Thunderclap explosions rocked the tunnel. Smoke and the acrid stink of black powder filled the halls and afterwards Grunni could hear only ringing. The first wave of ratmen was blown to bits, but more stepped over the mangled remains. Grunni met the Skaven advance with his pickaxe, swinging until his arms felt like he'd excavated a motherlode. But the Skaven kept coming, driving Grunni and his fellow Miners back to a low rubble wall from which protruded a barrel. Although he could not hear the telltale 'whoosh' Grunni felt the Flame Cannon's blast – a molten wave that cleared the hallway. The stink of fur and melted Skaven smelled like victory.

Unfortunately, there were too few Dwarfs to establish a firm hold on the city, and soon the ruins were overrun with greenskins who, it was said, were so rich that their Trolls fed on nothing but gemstones. Today, Kargun Skalfsson claims the Kingship of Karak Azgal, but he does so while set up in a small fortress outside the main entrance – for the stronghold has grown too dangerous to enter.

KARAK DRAZH (BLACK CRAG)

Built at the western end of what is now known as Death Pass, Karak Drazh was a vast mountain fortress. Rich veins of precious metals made Karak Drazh fabulously wealthy. Although it survived the deadly earthquakes that began the Time of Woes, it could not resist the waves of Orcs that assailed it. Its loss, to the massive Orc Warlord known as Zogbad the Destroyer, was a deadly blow to the Karaz Ankor. In their defilements, the Orcs reshaped the ancestor statues that flanked the pass into crude totems of their own gods. Now, massive black granite faces leer over what has become the largest and most menacing of all Orc strongholds in the Worlds Edge Mountains. Many attempts to reclaim the hold have been instigated, but none have penetrated much past its befouled gateway – at least until Thorgrim Grudgebearer.

Eager to strike a hated entry from the Great Book of Grudges, Thorgrim led the attack on Black Crag in the hope of revenging the foul deeds done to King Kazador of Karak Azul. Several of Kazador's family were saved from captivity, and the head of the perpetrator, Gorfang Rotgut, was presented to the grieving king. Of what he saw while marching within the fabled stronghold, Thorgrim will not speak, save only to say that, one day, a mightier vengeance must be levelled on the foul creatures that still reside there.

KARAK VARN (CRAGMERE)

Hewn out of the cliffs overlooking Black Water, this ancient hold was the source of much of the Dwarfs' gromril – the most coveted of all metals. Since the Time of Woes, the lowest levels of the deep mines have remained flooded. Over the years, the Dwarfs have made many expeditions back; a few times, their throngs have even won control of large portions of the ruins. Desperate to recover lost riches and irreplaceable artefacts, the Dwarfs have designed ingenious diving machines and underwater suits that allow them to explore the sunken deeps and to search the Black Water itself, for whole treasures were washed into its depths by the floods. Needless to say, such actions are done in the face of vicious opposition from the Skaven, as well as the twisted creatures that now make the Black Water their abode.

KARAK UNGOR (RED EYE MOUNTAIN)

The first of the great strongholds to fall, Karak Ungor was the 'Delving Hold' in the Dwarfs' own language, so called because of the network of caverns beneath the mountain. In the more than four thousand years since its abandonment, no fewer than three High Kings of old have been slain fighting to regain Karak Ungor's gates. Now known as Red Eye Mountain, it is home to the Red Eye Night Goblins tribe. There, the despised greenskins feud constantly with each other and fight for control of their lair with Skaven. Many of their kind have never seen a live Dwarf, although Thorgrim vows that one day soon his people will return.

CLANS AND GUILDS

Dwarfs take their ancestry as seriously as they take their grudges. Each Dwarf belongs to a clan – a group of Dwarfs who can trace their descent to a common point, such as a shared ancestor or one of the earliest strongholds established in halcyon ancient days. When the original clans formed, different households came together and swore allegiance to one another, naming their leaders as kings. Many of these same clans continue today, and new ones have branched off after disputes or overcrowding.

A Dwarf clan typically lives, works and goes to war together. Their clan's history is a source of great pride to Dwarfs, and all individuals can readily trace their lineage back to ancient times. It is in Dwarfs' nature to show extreme reverence to the past, venerating their ancestors and place of origin. Each generation keeps old traditions alive through sagas, elaborately built tombs and the cherished maintenance of relics from elder days. A clan member will also remember any grudges or debts his forefathers may have accrued. A wrong done to a Dwarf is a wrong done to his whole family, an insult not only to the living relatives, but also to his ancestors and as yet unborn descendants. Like heirlooms, grudges are passed down to each generation, and in every Dwarf's heart, there burns a fiery thirst to avenge ancient wrongs.

Most Dwarfs practice a trade, but as war is common, each clan readily forms into one or more regiments, ready for battle. Thus, though they might be gem-cutters, stonemasons or miners, when enemies arise, they don heavy mail and take up weapons. It is customary for members of such regiments to display colours and symbols from their clan and/or stronghold – not a uniform, as such, but rather a reflection of the pride those individuals take in their common bond. After thousands of years of warfare, many clans have been wiped out or driven far from their homelands, their original holds lost or destroyed. In this way, surviving strongholds now house not just their founders, but also Dwarfs from many different clans. These displaced clans pledge fealty to a new king, swearing oaths to fight for their adopted stronghold. However, no matter where a clan re-settles, or how long they remain with a new hold, they maintain a strong sense of their unique identity and harbour hopes of one day reclaiming their ancestral homes.



CLAN HIERARCHY

Not all clans are considered equal. The lowest ranks in Dwarf society are those clans that have been disgraced, such as Clan Growlsh, infamous drinkers who failed in their oath to protect then High King Alrik Deathdealer's daughter. Outcasts are unwelcome in any hold and must make their own way. Some persevere in the wilderness, living rugged lives as prospectors or rangers, others leave the mountains to work in human realms, but most perish, overcome by ancient foes before they can restore their honour. Ranked above outcasts are wanderers – clans that have lost their homes

and have yet to settle, or have only recently arrived to a hold. Such clans' reputations are not besmirched, but without roots, they are regarded as untrustworthy.

The majority of Dwarf clans are respectable and live in or near well-established holds. Higher up in the hierarchy are those clans that show a mastery at a craft or are extremely rich. At the apex of a hold are clans with royal ties – the nobility of the Dwarfs, the highest of which is the king of the hold and his family. The greatest of the kings can trace their lines unbroken to the Ancestor Gods – and it is from these clans that the High King is chosen. Only if a royal line is extinguished (or disgraced) will it change. In such an event, a relative from the same clan might be invited to claim kingship or a thane from a related high-ranking clan might be raised to establish a new line of lords. The exact action is decided in council by the thanes of the hold, and is subject to wrangling from the guilds and the most influential of clans.

GUILDS

Dwarfs are possessive, and to help guard the secrecy of their most skilled crafts, the Dwarfs have created guilds – artisan clans that trace their ancestry to a single master of old. Thus, to be born into the Clan of Morgrim, better known as the Runesmiths Guild, is to be destined, in some fashion, to be involved in the arcane study of working metal and magic into mighty runes of power. All guilds follow the path of apprentice, journeyman and master, with a council of the guild's masters responsible for enforcing the strict rules. This keeps skills within a clan, although as their talents are in high demand, guild members tend to be thinly spread across many strongholds. Each guild has all manner of secret handshakes and unusual rituals that allow them to identify other members that they have never met before. These guilds form a small, but authoritative faction in Dwarf society.

ENGINEERS GUILD

The Engineers Guild is one of the most secretive of all Dwarf institutions. Most of their inventions are practical: pumps 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 some few Engineers, the fierce derision and exile becomes the anvil upon which many fantastical inventions are forged.

LEGENDARY CLANS

The Dwarf Kingdom, or Karaz Ankor, is made of up of thousands of different clans. Here are a few examples of some of the most active and legendary of the clans today.



Clan Gunnisson (War's Son)

Black-bearded and fierce, the Dwarfs of Clan Gunnisson trace their ancestry back to the warrior Gunn, son of Morgrim, son of Grinnir himself. They are the royal line of King Gunn, the first Lord of Mount Silverspear, yet when that stronghold fell to Orcs the survivors separated into three contingents. One settled at Karaz-a-Karak and its strong-armed warriors now fight for King Thorgrim. Another was lost in a failed attempt to win back their ancient hold. The last contingent, hardened veterans all, has never settled in the same hold for more than a few generations, but ranges the Worlds Edge Mountains. They are Orc-hunters, the vengeful sons of a line of kings – now a vagabond house whose only trade is war. No matter whom they serve, all of Clan Gunnisson bear a silver mountain symbol.



Stonebreakers Clan

A prominent clan in and around Zhufbar, the Stonebreakers Clan has always prided itself on its stonework and boasts a long history of famous miners and masons. They will point to the ancestor tombs and decorated archways of Zhufbar as examples of their forefathers' expertise. The clan symbol, crossed mattocks, often accompanies the white and dark blue colours of Zhufbar – for they have served that stronghold's kings since it was first founded. Because of this strong connection, it is not unusual to see clan regiments of miners and warriors within a Zhufbar throng, or conversely, to see war engines created by the Engineers Guild in service with Stonebreaker Clan forces. Indeed, many of the remote Stonebreaker mines are supported by formations of Gyrocopters flown out of Zhufbar.



Bronzebeards Clan

When Rorek Bronzebeard led a portion of his clan, then the Stonebeards, away from their forges near the ruins known as Cragmere, they were considered outcasts. After years of wandering, the remnants of the clan made their way into the Grey Mountains where they pledged themselves to the Ironpick Clan, the rulers of Karak Norn. Renaming themselves the Bronzebeards, the clan has established itself as the best cannon makers west of Zhufbar.

'I SWEAR BY THE ZHUFBAR FOUNDRY, BUT I'VE TRIED THOSE NEW BRONZEBEARD CANNONS AND THEY'RE SOLID. IF YOU ASKED ME TO HIT A GIANT'S EYE AT A HALF MILE DISTANCE I'D ASK YOU WHICH EYE... 'COS I COULD DO IT EASY.' - Deadeye Drock, Master Gunner



Clan Helhein

The tale of Clan Helhein is a long one and full of sorrows. One of the so-called 'Dragonback Clans,' their hot-headed founder, Toruk Helhein, fell out with then High King Gorim Ironhammer during the Golden Age, leaving the Worlds Edge Mountains after a brief but bloody grudge-feud. Clan Helhein were instrumental in establishing the Ekrund Mines, their doughty but grim warriors winning many famous battles, including that of Dragonfire Pass. After the Fall of Ekrund, those of Clan Helhein that survived crossing the Badlands re-settled in Karak Eight Peaks. Although some of their clan remain with King Belegar today, most have wandered since the death of King Lunn – seeking their fortune in the Mountains of Mourn. Ill-luck, it is said, is their constant companion.



Clan Ullek (the Ullekssons)

The blue and white of the Ullek Clan is largely associated with Karaz-a-Karak – for that is the site of the clan's settling and the runic symbol that appears, in one form or another, on all their banners. Ullek Redaxe was a thane beneath the first High King, Snorri Whitebeard, and his descendants still loyally support Thorgrim Grudgebearer. A prodigious line of stout-hearted folk, the many different factions of Clan Ullek use varied combinations of blue and white upon their shields and helms. Their war cry has been heard since the world was young.

'DUM GRIBBAN - AZ BARAZ ULLEKSSONS-ZA!'

('DOOM IS UPON YOU - THE AXE PROMISE OF CLAN ULLEK HAS COME!') - War cry of Clan Ullek



Clan Barruk (the Goldshields)

After the fall of Karak Drazh, Clan Barruk established their own small hold to the north of Karag Dron. Long a destitute group, Clan Barruk finally came into their own when their mines yielded rich veins of superlative gold. Naturally, wealth brought raiding armies of Ogres and greenskins, but behind shieldwalls of rune-imbuied gold, Clan Barruk proved impossible to break, and no foe could shift the stout Dwarfs from their mountaintop home. Only when the last lode was excavated and their mine fully depleted did Clan Barruk abandon it, marching out in search of new riches. Thus, while a new source of wealth is sought, the Goldshields have seen duty fighting alongside many other holds, eager to establish their clan's good name and hoping to dampen the disparaging remarks about their being 'new money'.



Clan Drakebeard

The most famous clan of Karak Kadrin, and indeed one of the most well known in all of the Karaz Ankor, is the Drakebeard Clan. The most noble of its line is none other than Ungrim Ironfist, King of Karak Kadrin. As Ungrim's only son, Garagrim, was slain, Ungrim is now without a direct heir – a fact not lost on the rest of the noble sons of the Drakebeards. The thanes each seek to lead throngs to glory and thus catch the eye of their warrior king. As they are a grudge-ridden folk, even for Dwarfs, and Peak Pass is full of perils, there is no shortage of foes, presenting constant opportunities for the fiery-hearted thanes to prove themselves. Their symbol, the writhing Dragon with Grimmir's seal, appears on their banners, while the deep red of their shields marks them as loyal to Karak Kadrin.



Yinlinsson Clan

Yinlin was a master brewer who, it is said, made lagers and ales so thirst quenching that Valaya herself blessed his good work when she settled at Karaz-a-Karak. Since those days, the clan has remained brewers to that fabled Dwarfhold. In order to deliver their wares to the many outposts surrounding the Everpeak, it takes a well-armed throng – the mountain roads are full of enemies that covet their cargo. Thus, the stylised keg or tankard with the Yinlinsson mark and the rune of Valaya is oft seen on the shields and banners marching to and from the greatest city of the Dwarfs.

'YINLINSSON GORUG SKUF'

('CLAN YINLINSSON HAS BEEN DRINKING AND IS READY TO FIGHT!') - *Traditional Yinlinsson war cry*



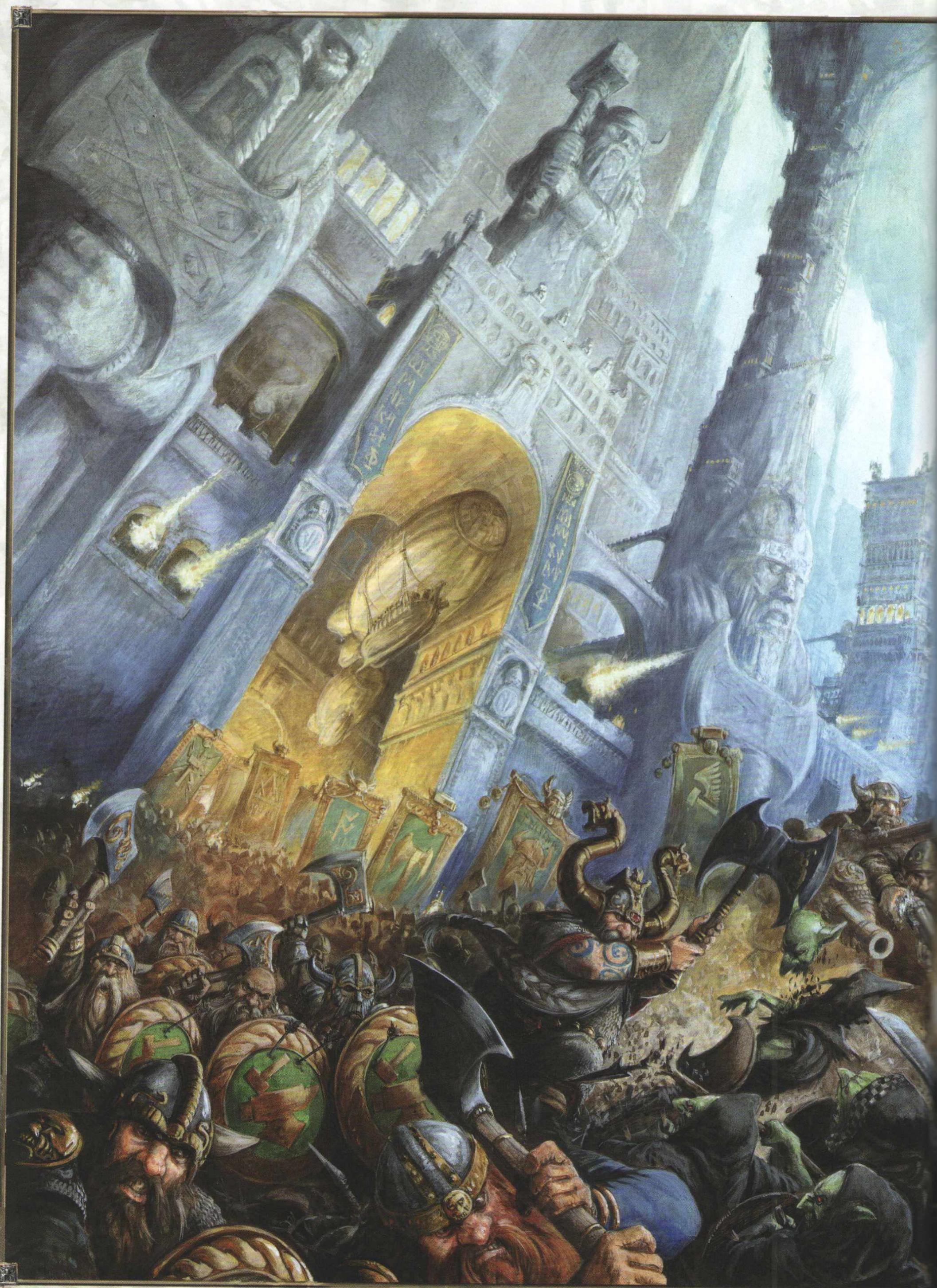
The Norgimlings

All Dwarfs reserve a special loathing for Skaven, but the Norgimlings have more reason than most. A mining clan out of Karak Eight Peaks, it was not unusual for a Norgimling to go decades or longer without seeing the sun. Based in the lower levels, it was their kin that suffered the brunt of the ratmen's invasion during their long siege of Karak Eight Peaks. The atrocities perpetrated by the Skaven when they finally broke into the deeps is part of a saga passed down by the survivors, told as a 'coming of age' tale to their young warriors. Now, scattered across many holds, some Norgimlings still toil in the deep mines, but most seek to one day fight as Ironbreakers or Irondrakes. Although the clan was scattered for long ages, many have now gathered beneath the banner of King Belegar.



Cragbrow Clan

A distinct branch of the fabled Engineers Guild, the Cragbrow were amongst the first to found the hold of Barak Varr. Inventors from their clan are credited with creating the first steam-powered vessels ever built – the many varieties of ironclad warships and strange submersible craft with which the Dwarfs ply the seas. Known for their eccentric behaviour, penchant for grog and their prolific use of salty curses, the Cragbrow are amongst the few of their race to use nautical devices as part of their clan symbol. Not surprisingly, they have established close ties with Zhufbar and are regarded as unorthodox and a bit suspicious by most other Dwarfs – for they are a well-travelled folk and also willingly take to sea or the air. Many Dwarfs from the Cragbrow Clan train to become Gyrocopter pilots.





THE VENGEFUL THRONG

Each link in a Dwarf's mail shirt is forged of steel – a vital component in the chain of interlocking protection. Alone, that link could not hope to turn a sword stroke, claw or fang, but as a complete suit of armour, it can block even a determined blow. This is not unlike a Dwarf throng, where each regiment and war engine serves a role necessary if victory is to be won. In this way, since the world was young, the Dwarfs have triumphed time and again versus the most horrific of foes and against the most terrific of odds.

In this section, you will find details for all the different troops, heroes and war machines used in a Dwarf throng. It provides the background, imagery, characteristic profiles and rules necessary to use all the elements of the army, from Core units to special characters, and from the magic runes that can be inscribed upon Dwarf arms and armour to the ancestral heirlooms wielded by their foremost heroes.

ARMY SPECIAL RULES

This section of the book describes all the different units used in a Dwarf army, along with the rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring ‘army special rules’ that apply to several Dwarf units and weapons, and these are detailed here.

ANCESTRAL GRUDGE

Dwarfs always have the Hatred (Orcs & Goblins) and Hatred (Skaven) special rules – this means any unit taken from *Warhammer: Orcs & Goblins* or *Skaven*. To determine the level of bitterness the Dwarfs feel towards other armies, after deployment but before Vanguard moves, roll a D6 and consult the following chart:

- 1-2 Personal Vendetta.** The Dwarf General has the Hatred special rule against the opposing army’s General.
- 3-4 Rancorous Resolve.** All friendly character models with the Ancestral Grudge special rule have the Hatred special rule against all character models from the opposing army.
- 5-6 Seething Score to Settle.** All friendly models with the Ancestral Grudge special rule have the Hatred special rule against all models in the enemy army.

DWARF-CRAFTED

Shooting attacks made with weapons that have this special rule do not suffer the normal -1 To Hit penalty when performing a Stand and Shoot charge reaction.

RESOLUTE

Models with this special rule have +1 Strength during a turn in which they charge into combat.

RELENTLESS

Units entirely composed of models with this special rule do not need to pass a Leadership test in order to march, regardless of the proximity of enemy units.

SHIELDWALL

In a turn in which their unit is charged, all models with this special rule receive a +1 bonus to any Parry save they are eligible to take. Note that this bonus applies even if the unit is charged whilst it is already engaged in close combat.

Natural Resistance

When a Dwarf army attempts to dispel, they have a +2 bonus to all dispel attempts. Note that, if the Dwarfs are fighting alongside a Wizard (either in the same army, or as part of an allied force) for whatever reason, this bonus is lost – the Wizard’s presence disrupts the Dwarfs’ resistance.



DWARF ARMOURY

In this section, you will find the descriptions and rules for a number of weapons and upgrades that are available to several units and characters within the Dwarf army.

GROMRIL ARMOUR

Known by other races as Silverstone or hammernought armour, the metal the Dwarfs call gromril is the toughest and sturdiest in the world. Armour forged of pure gromril is highly coveted for its protective value and such suits are treasured heirlooms, many of which date back to the Golden Age.

A model with gromril armour has a 4+ armour save.

DWARF CROSSBOW

Whether an older model with a wooden stock, or one of the newer puresteel weapons, all Dwarf crossbows are precision crafted instruments, able to accurately deliver death from afar.

Range	Strength	Special Rules
30"	4	Dwarf-crafted, Move or Fire

DWARF HANDGUN

The handguns used by Dwarf Thunderers feature many improvements over the cruder firearms used by other races, including rifled barrels and more reliable firing mechanisms.

Range	Strength	Special Rules
24"	4	Armour Piercing, Dwarf-crafted, Move or Fire

DWARF PISTOL

Dwarf pistols are highly prized for their accuracy and ease of use. They are the ideal weapon to drop a charging Orc at close range.

Unlike most other weapons, a Dwarf pistol can be used as both a missile weapon and close combat weapon, following the same rules as an additional hand weapon.

Range	Strength	Special Rules
12"	4	Armour Piercing, Dwarf-crafted, Quick to Fire

Brace of Dwarf Pistols (Combat):

Range	Strength	Special Rules
Combat	As user	Extra Attack, Requires Two Hands

Brace of Dwarf Pistols (Shooting):

Range	Strength	Special Rules
12"	4	Armour Piercing, Dwarf-crafted, Multiple Shots (2), Quick to Fire

OATH STONES

By standing atop an Oath Stone, a Lord or Thane will increase the resolve of his followers and ensure that all foes can find him in a scrum.

A unit that contains one or more models with an Oath Stone can never choose to flee as a charge reaction, cannot be disrupted and, if any of its models are armed with hand weapon and shield, they can make Parry saves against attacks made to their flanks and rear. Furthermore, a character with an Oath Stone must always accept a challenge (if your unit contains more than one character with an Oath Stone, you can choose which of them accepts the challenge).

SHIELDBEARERS

To increase his fighting prowess, a Dwarf Lord may be carried into battle atop a shield hefted by two loyal (and strong) retainers.

A Dwarf Lord with Shieldbearers adds +2 to his Wounds characteristic and +2 to his armour save (to a maximum of 1+).

A Lord and his Shieldbearers are treated in all respects as a single model (even in challenges) – the Lord cannot dismount and still benefits from the “Look Out Sir!” rule. It does, however have two sets of characteristics, one for the Lord and one for the bearers. The Dwarf Lord and Shieldbearers use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent in base contact. The Shieldbearers’ Attacks do not benefit from any weapon, runic or otherwise, carried by the Dwarf Lord.

The Shieldbearers have no Wounds or Toughness values and, therefore, can never be attacked separately. However, if the Dwarf Lord is removed as a casualty, we assume that the Shieldbearers were slain alongside their master and the whole model is removed from play. If the model is attacked in close combat, it is the Dwarf Lord’s Weapon Skill that is used for the purposes of the enemy rolling To Hit.

	M	WS	BS	S	T	W	I	A	Ld
Shieldbearers	3	5	3	4	-	-	3	2	-



LORDS & THANES



DWARF NAMES

Dwarfs take great stock in names, each clan and hold keeping long and detailed lists documenting those who live therein. Although there are exceptions, Dwarf names typically follow one of two specific patterns. The first is based on the parent's name (usually the father's) by adding 'sson' or 'sdottir' to the end of the parent's name. Famous examples include Morgrimsson, the son of former High King Morgrim Blackbeard, or Burloksson, the son of Burlok Damminsson (himself, the son of Dammin).

The second method is a title describing an especially dominating feature, such as physical appearance, strength, martial ability, talent, skill, profession or demeanour. Examples of this would be Thorgrim Grudgebearer or Helgar Long-Plaits.

It is not uncommon for Dwarfs, over their long lives, to acquire a string of several names. They will begin with a given name, such as Thorg or Balric. This is often followed by the clan he belongs to: so, Thorg of Clan Stonehelm, and perhaps a title earned by deed or characteristic, like Shieldsplitter or Forkbeard. Finally there can be titles or ranks for his clan, guild or duty, such as Thane, Master, or Captain of the Second Deep. So, in full, you might have: Thane Thorg Shieldsplitter of Clan Stonehelm. Outside of formal occasions, any of these could be dropped for convenience.

The leaders of a Dwarf throng are its Lords and Thanes. These are the most powerful fighters in the army, fell-handed warriors equipped with the finest arms and armour of the clan's weapon hoard. As a rule, Dwarf Lords and Thanes are a grim sort, for they are the leaders of a dour people. Upon their broad shoulders is carried the weight of untold debt – the inherited grudges of a long-suffering and unforgiving race. It is their lot to avenge all wrongdoing to their clan, hold or race, not just in the present, but also for all time. Failure to redress an injury from antiquity is particularly galling, an act of disrespect to the much-revered ancestors.

Lords and Thanes are well tutored in the ways of their ancient foes and must absorb a wealth of wisdom. Luckily, they are privy to the councils of clan elders, as well as venerable Runesmiths and Engineers. This sagacity is vital, for by the time their beards have grown long enough to lead, Dwarf Lords and Thanes must master tactics and manoeuvre, learning to wield the armoured might of their throng as well as they wield an axe and shield.

For a Thane to progress to become a Lord, he must bear royal blood. If a king dies, a Lord may rise in succession, or a new kingship may be claimed if the clan re-takes an old hold or establishes a new one. All leaders swear oaths of loyalty to a major Dwarf stronghold, which in turn, is sworn to the High King of Karaz-a-Karak. The High King nominally commands all kings, but in practice, this is more a matter of cooperation than of strict abeyance, as Dwarfs are proud individuals who rule at the idea of blind obedience.

All Dwarfs take great pride in their possessions, but none more so than the ruling class. Depending upon wealth or clan, a Dwarf Lord or Thane might be equipped with runic weapons and armour. It is an honour for a Dwarf to bear such relics of war, for each item is passed down from their forefathers, an ancient legacy in its own right. Covered in runes and bristling with arcane might, each of the hold's relics has a long history of great deeds and feats of battle.

While Dwarfs are notably an infantry force, there are a few exceptions among their leaders. Some Lords are carried into battle by Shieldbearers – stout warriors who heft a shield to serve their liege as a fighting platform. This was common amongst Dwarfs of the southern holds and has been continued elsewhere, notably by King Alrik Ranulfsson of Karak Hirn. In other clans, especially northern ones, Lords and Thanes prefer to fight atop Oath Stones, rocks upon which runes are struck – listing out the clan's honour, or perhaps the Lord's lineage or deeds. The stone is a symbol of their homeland, a piece of their stronghold made manifest.

	M	WS	BS	S	T	W	I	A	Ld
Lord	3	7	4	4	5	3	4	4	10
Thane	3	6	4	4	5	2	3	3	10

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Shieldwall.

MASTER ENGINEERS

Given the number of war machines with which the Dwarfs can equip themselves, it is not surprising to find members of the Engineers Guild accompanying a throng to battle. To most Master Engineers, this 'field work' is tiresome, as it takes them away from their forges and workshops and shows them first-hand how their beloved engines of destruction are dragged into position, dented by enemy shot and invariably aimed in a manner not as fully optimised as would be ideal. As all Dwarfs revere fine craftsmanship, their war machines are the most polished and best cared-for in the world, treated by their crew with all the respect due a venerable clan member. Nonetheless, even this level of care falls well short of the wishes of the notoriously cantankerous Engineers.

After a battle, Master Engineers oversee repairs, but during the fight, they are exceptional, if gruff, at directing crews on how to best aim and fire a war machine. Theirs is a skill born of intimate familiarity with the workings of each device. With a glance, a Master Engineer can tell when a bolt thrower is set with too much torsion or when conditions warrant extra black powder for an organ gun. They are consummate craftsmen, being able to gauge the intricacies of laying the deadliest of cannon shots, or giving advice on how best to carve boulders into the most accurate ammunition for a Grudge Thrower. A Master Engineer can also direct the rapid construction of effective entrenchments – such as stacked stone walls or dug out gun pits – that offer protection from enemy missile fire to both war machine and crew.

Master Engineers are doughty warriors, and while they might be more interested in drafting plans for fortifications or designing new mines, they are more than capable of fighting in the front lines. To protect their precious war machines, they fight with all the determination and grit of their race.

GRIMM THE GREAT

Master Engineer Jorek Grimm of the Cragbow clan was responsible for many of the ironclad ship designs that now steam out of Barak Varr. Grimm's well-armoured fleets have been at the fore of many great victories. It is doubtful, however, that Grimm lived to see more than a few of his sea-borne fortresses built during his lifetime and he certainly never saw his vastly useful steam engines become accepted by his conservative-minded comrades from the guild. Grimm's long tenure with the Engineers Guild ended poorly. He was expelled for his unorthodox, if ground-breaking, work and forced to endure the embarrassing Trouser Legs Ritual as a final indignation before being finally ousted.

	M	WS	BS	S	T	W	I	A	Ld
Master Engineer	3	4	4	4	4	2	2	2	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute.



Artillery Master: If a Master Engineer is not fleeing, a single war machine that is within 3" of him can use his Ballistic Skill and re-roll one artillery dice during the Shooting phase. This cannot be the artillery dice that determines the distance a cannonball bounces or a Flame Cannon's burst of flame moves. You must nominate which weapon, if any, will be using this special rule at the start of each Shooting phase, before any such weapons within 3" of the Master Engineer are fired.

A Master Engineer cannot use this special rule and shoot with his own missile weapon in the same Shooting phase.

Entrenchment: Up to one unit with the troop type war machine can be entrenched for each Master Engineer in the army. An entrenched war machine is treated as being in hard cover when shot at and any charging models suffer a -1 To Hit modifier in close combat. An entrenched war machine can be pivoted to fire, but if it moves in any other way, the entrenchment is lost. If the war machine is destroyed, the entrenchment is considered destroyed as well. A war machine can only be entrenched once.

"Stand Back Sir!": A model with this special rule that is within 3" of a war machine is allowed to take a "Look Out Sir!" roll just as if he was within 3" of a unit of five or more models of the same troop type as himself. If the roll is successful, the hit is resolved instead against the nearest friendly war machine.

RUNESMITHS

Runesmiths work spells with their hammercraft, binding the Winds of Magic into mighty runes of power. They are a suspicious lot and jealously protect the secrets kept in their anvils and hammers, guarding the knowledge that allows them to make magic items – weapons, armour, rings and talismans – of greater potency than items wrought by any other mortal race upon the world.

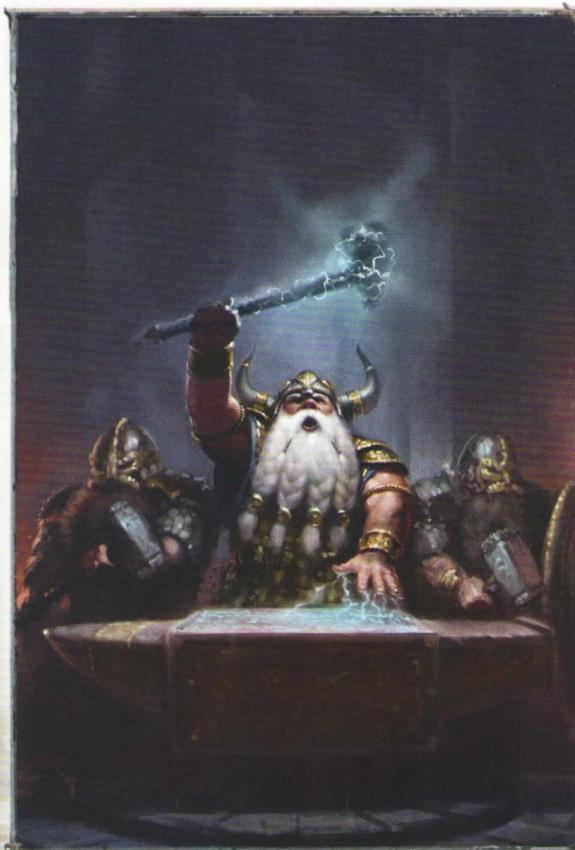
The ancient Guild of Runesmiths is one of the oldest and most respected institutions in all the Karaz Ankor. According to legend, its origins stretch back to the days of Grungni, the great Ancestor God of Mining, Master of the Forge and Lord of the Runes. The Runesmiths Guild claims descent from Grungni's son. For this reason, the Runesmiths sometimes refer to themselves as the Clan of Morgrim, although they are not the only clan to claim descent from Grungni or his many sons.

The number of Runesmiths is not very great, and those remaining are related to each other, often in some very remote fashion. Each carries on his direct family's traditions, learning the craftsmanship of blending magic and metal together by use of mighty runes of power. The greatest of their kind are known as Runelords; these elder masters do superlative work and are accorded the sort of reverence normally reserved for the Ancestor Gods. When a Runesmith judges the time is right, he chooses a young relative to be his apprentice and reticently teaches him, for an

apprentice has to prove his worthiness to wring out even the most basic steps of the craft from his Master. Many powerful runes have been lost over time simply because a Runesmith could find no one he considered worthy enough to gain his innermost knowledge. Luckily, unless slain in battle, Runesmiths tend to live for a very long time, although they grow progressively more obstinate as they age. Currently, the most prolific of still-working Runelords is Thorek Ironbrow of Karak Azul, but the oldest living Runesmith is Kragg the Grim, Master Runelord of Karaz-a-Karak. Despite being a living link to a bygone era, Kragg has grown so stubborn as to be unbearable.

In battle, Runesmiths aid their side by dampening enemy magic – earthing spells harmlessly before they can wreak havoc amongst the Dwarfs. They do this in the same manner as they capture the Winds of Magic to forge magic items, and they often bring along rune-covered talismans to aid in this endeavour. Many Runesmiths bear weapons and armour of their own crafting, and they are eager to show their comrades exactly how effective they can be. Whether by some gift of Grungni, or perhaps as a side effect of centuries of beating magical runes into white-hot metal, when a Runesmith feels the rage of battle, his weapons, and those of friendly forces around him, begin to glow and radiate heat as if remembering the forgefires from which they were created. This aura of power has proven effective in helping blades penetrate the armour or toughened hides of any foe.

In times of great need, the most powerful Runelords will bring an Anvil of Doom to battle. The Anvils of Doom are the most ancient heirlooms of the entire Dwarf race. They are the very anvils upon which the rune weapons of legend were forged, and were, perhaps, the very creations of the great forgefather Grungni. The anvils are especially made to attract and hold the Winds of Magic, arcane powers which can be captured and subsequently unleashed by a Runelord. Separate runes struck in the right order can call upon the different Ancestor Gods – Valaya for loyalty, Grungni to boost the power of arms and armour, and Grimnir to unlock the energies of fury.



	M	WS	BS	S	T	W	I	A	Ld
Runelord	3	6	4	4	5	3	3	2	9
Runesmith	3	5	4	4	4	2	2	2	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: **Ancestral Grudge**, **Armour Piercing**, **Magic Resistance (1)** (Runesmith only), **Magic Resistance (2)** (Runelord only), **Relentless**, **Resolute**, **Shieldwall**.

Forgefire: All friendly infantry models in a unit joined by a Runesmith or Runelord gain the Armour Piercing special rule. Should the Runesmith or Runelord leave the unit or be slain, the unit loses the special rule immediately.

Rune Lore: A model with this special rule can attempt to channel dispel dice just as a Wizard does.

ANVIL OF DOOM

Some Runelords bring an Anvil of Doom to battle, accompanied by Anvil Guards who have sworn binding oaths of protection.

A Runelord with an Anvil of Doom gains +2 to his Wounds characteristic. He also gains the Unbreakable special rule, and his troop type changes to war machine with the following special rules:

A Runelord, his Anvil Guards and his Anvil of Doom are treated as single model – the Runelord cannot dismount. There are, however, two sets of characteristics, one for the Runelord and one shared profile for the Anvil Guards. The Runelord and the Anvil Guards use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent in base contact. The Anvil Guards' Attacks do not benefit from any weapon, runic or otherwise, carried by the Runelord (but gain the Armour Piercing special rule).

The Anvil Guards and the Anvil have no Wounds or Toughness values, and can therefore never be attacked separately. However, if the Runelord is removed as a casualty, we assume that the Anvil Guards were slain alongside their master and the whole model is removed from play. If the model is attacked in close combat, it is the Runelord's Weapon Skill that is used for the purposes of the enemy rolling To Hit.

	M	WS	BS	S	T	W	I	A	Ld
Anvil Guards	3	5	3	4	-	-	2	2	-

Ancestral Shield: A model mounted on an Anvil of Doom receives a 5+ ward save.

THE KLINKARHUN

The core alphabetic runes are called Klinkarhun which means 'chisel runes' and these are the most commonly used and easily recognised. Although the sound of Khazalid does not exactly match the sounds of human speech, the chart here gives the closest approximations. The sounds should be pronounced with force and the 'r' and 'kh' sound in particular are made as if enthusiastically clearing the throat.

Y	A or I	¶	G	¶	O
¶	Ak	¶	H	¶	R
¶	Az	¶	K or Kh	¶	T
¶	B	¶	Kar	¶	Th
¶	D	¶	L or Ul	¶	W or U
¶	Dr or Tr	¶	M	¶	Z or Zh
¶	E	¶	N		
¶	F or V	¶	Ng		

Locus of Power: If you have one or more Anvils of Doom on the battlefield at the start of any Magic phase, add one dice to both your power and your dispel pool.

Strike the Runes: A model mounted on an Anvil of Doom can use each of the following bound spells once per friendly Magic Phase as long he has not moved this turn. The Anvil can pivot on the spot before casting, and the range of the bound spells is measured from the Anvil itself.

Rune of Hearth and Home: *The Rune of Hearth and Home stirs a Dwarf's pride in his hold, clan and ancestors.*

Innate bound spell (power level 3). The *Rune of Hearth and Home* is an **augment** spell that targets every friendly Dwarf unit within 24". The target units gain the Immune to Psychology special rule until the start of the next friendly Magic phase.

Rune of Oath and Steel: *The blessing of Grungni hardens Dwarf mail as each suit of armour remembers the hammer blows that forged it.*

Innate bound spell (power level 4). The *Rune of Oath and Steel* is an **augment** spell that targets a single friendly Dwarf unit anywhere on the battlefield. The target unit increases their armour save by 1 (to a maximum of 1+) until the start of the next friendly Magic phase.

Rune of Wrath and Ruin: *The Rune of Wrath and Ruin causes the earth to crack, venting forth fire and sulphur.*

Innate bound spell (power level 5). The *Rune of Wrath and Ruin* is a **direct damage** spell with a range of 24" that causes 2D6 Strength 4 hits, distributed as per shooting.

I	1	Ong	¶	9	Nuk
II	2	Tuk	¶	10	Don
III	3	Dwe	¶	12	Duz
III	4	Fut	¶	20	Skor
¶	5	Sak	◊	100	Kantuz
I	6	Siz	¶	144	Groz*
II	7	Set	¶	1000	Milluz
III	8	Odro			

*Also means 'big' in a general sense

DWARF WARRIORS

In times of war, the leaders of the clan call the muster and any Dwarfs old enough to fight form together into regiments. Most of the individuals that will answer the call of battle are craftsmen of some sort – stone-carvers, brewers, minters, and the like. But once they don their well-forged mail, put on their steel helm and heft an axe in hand, they leave behind the artisan, turning that same industrious nature to their other calling – warfare.

Dwarfs make formidable fighters – they are strong and extremely resilient, broad of shoulder and wide of girth. Although by no means quick, they are physically robust and can maintain a steady plodding pace, marching for days on end despite being loaded down by burdens and heavy mail. When they charge into battle, the momentum generated by their wide, armour-clad bodies is remarkable, hitting the foe with a resounding impact. They have broken many enemy battle lines this way, splintering Elven phalanxes, carving through Orc formations and hacking apart the great masses of Skaven that make up their verminous armies.

Any foe that has fought Dwarfs has quickly learned to respect them – even the elite troops of other armies have met their match against these warriors. They are grim and determined fighters, unwilling to retreat and able to advance and battle on even in the face of great adversity. Tales abound of Dwarfs – hopelessly outnumbered, backed into unfavourable ground and pressed on all sides – somehow emerging triumphant.



Protected by their heavy mail, their skilful use of overlapping shield walls and, finally, by their own tough and obstinate nature, Dwarf individuals, units and armies as a whole seem able to absorb punishing blows that would cause other races to break and flee. With Dwarfs, such suffering only serves to make them angrier – and with beards bristling and hands clenched around axe hafts and mighty warhammers, the Dwarfs regroup to charge anew. Their feeble-limbed foes, too worn out and tired at the end to even lift their weapons, are slaughtered, save for those fast enough to flee the iron-shod and implacable advance of the Dwarfs.

And Dwarfs are vengeful. Hands that once crafted the most intricate of jewels, minds that once delighted in the simplicity and timeless wonder of an exactly constructed stone pillar, now see only red ruin. Although matter-of-fact in their peaceful pursuits, once a Dwarf snaps, his whole life collapses like an arch with its keystone removed. The fury of a Dwarf overcome with a grudge-hatred is stark and harsh.

They are unremitting in their violence, and forgiveness is not in their nature. Instead, they are grown cold, having no more mercy in them than granite. During such periods, even their allies – unless they be barbaric of nature, such as Sigmar in the days of old – will turn their eyes from the cataclysmic and all-consuming wrath that the Dwarfs unleash.

In all but the richest of clans and holds, a Dwarf is expected to supply and maintain his own arms and armour. This is no issue, as most Dwarfs treat their gear of war as treasured family heirlooms, handing down axe and shield, hammer and mail coat, through the generations – presenting them to a young Dwarf when he comes of age. Some clans, such as the Goldshields or the Ironhammers, have developed their conventional gear of war to ensure that their regiments are bold and uniform, while others show their allegiances through more subtle colours or symbols.

	M	WS	BS	S	T	W	I	A	Ld
Dwarf Warrior	3	4	3	3	4	1	2	1	9
Veteran	3	4	3	3	4	1	2	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Shieldwall.

DWARF ALE

Dwarfs are inordinately fond of ale, which they brew and drink in vast quantities. Dwarf ale is so nourishing that it is possible to survive on it alone for weeks on end. Every stronghold has a store of barrels and takes pride in the unique flavour of its brews. Wars between clans have been started by the mere suggestion that a hold's ale tastes remotely similar to mannish brews (considered watery). After the length of his beard, the mark of any Dwarf is the amount he can guzzle, a feat warriors feel improves their battle prowess.

QUARRELLERS & THUNDERERS

QUARRELLERS

Since the Dwarfs first settled the Worlds Edge Mountains, they have used the crossbow to slay their foes at range. The earliest crossbow designs were made of stout ironoak reinforced by metal bands, although these days, some clans prefer the forged steel versions. Regardless of the material they are made from, Dwarf crossbows are deadly weapons – able to drop a Black Orc in its tracks or, with enough Dwarfs firing in concert, even take down a rampaging Giant.

When the clans are called to fight, some Dwarfs arm themselves with crossbows and join the battle as Quarrellers. These formations are tasked with raining bolts down upon their foes – a task they perform with orderly zeal. Quarrellers seek to thin down the enemy's ranks, punish units attempting to outflank their own forces and engage in ranged duels with the foe's missile-armed troops.

Dwarfs have never taken to bows, partly because they do not suit their short physical stature, but also due to the limitations of such weapons in confined tunnels. The powerfully built Dwarf crossbow can easily fire shots that outdistance the puny bows used by Goblins, and the crossbow bolts pack enough punch to devastate lightly armoured foes. With typical Dwarf precision, a unit of Quarrellers will unleash its hail of bolts, reload, take aim and fire again. Protected by heavy armour and their own sturdy constitutions, it is a rare day when an enemy – even one with more skilled marksmen than the Dwarfs – can win a long-ranged shooting contest against a unit of Quarrellers. Or course, should the enemy approach near enough to engage the Quarrellers in close combat, they will find hardened warriors eager to put their axes to work as well.

While the devotees to the handgun have grown over the years, they have not replaced the crossbow. There are many clans that prefer the range of the crossbow, while the most traditionalist simply rile against any form of technological progress and the regrettable lack of 'elbow grease' needed to fire a handgun instead of winding a crossbow winch to re-set its formidable shot. Not surprisingly, some of the less wealthy clans even grumble over the cost of black powder.

THUNDERERS

It took many, many years after the Dwarfs had discovered black powder for the handgun to become widely used by any save the Engineers. Now, most clans, even those that live in the wilderness, can field whole regiments of Thunderers – the name given to handgun-equipped units.

Standing in closely packed ranks, Thunderers take aim and then discharge their handguns – unleashing a thunderous fury and a cloud of gun smoke. Although not quite as long-ranged as a crossbow, the sturdy Dwarf handgun packs an even deadlier shot, its bullet fired with such velocity it can tear through armour and better take down more heavily protected foes, such as Chaos Warriors.

Being methodical, the Dwarfs continue to load and fire in a disciplined manner, so long as their foes are within range. Even when the enemy advance close, almost right up on



top of them, Thunderers will seek to get off one last shot. While the onset of bloodthirsty foes might cause lesser races to rush their aim, the steady coolness of the Dwarfs, not to mention the precision make of their weaponry, ensures that every volley is fired with the same lethal accuracy as the last, until the moment the Thunderers take up their axes and meet the foe's charge in the bloody press of close combat.

Although Dwarfs show great solidarity in the face of outsiders, there is some degree of rivalry between regiments of Thunderers and Quarrellers. Given the bitter nature of Dwarfs, this is not always a 'good-natured' rivalry. Although not prone to murder or betrayal, as are so many of the weaker races, many a good drinking bout has turned into a bloody brawl when the millennia-old question gets raised, which is better: the crossbow or the handgun?

	M	WS	BS	S	T	W	I	A	Ld
Quarreller	3	4	3	3	4	1	2	1	9
Thunderer	3	4	3	3	4	1	2	1	9
Veteran	3	4	3	3	4	1	2	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Shieldwall.

LONGBEARDS

Unless slain in battle, or laid low by mishap, Dwarfs live to a great age. The relative length and fullness of a Dwarf's beard indicates how old, and therefore wise, he is. Hence, Dwarfs never trim their facial whiskers. If Dwarfs are ever in any doubt as to how to proceed, they look to the Dwarf with the longest beard to tell them what to do. This is, invariably, the wisest solution. In warfare, the Dwarfs look to the eldest and most experienced of their fighters to steady their battle lines. These regiments of battle-scarred veterans, known reverently as Longbeards, are as solid, steady (and sometimes as worn) as the mountains themselves.

Longbeards have fought in more wars, beaten more enemies, and endured greater hardships than any young Dwarf can possibly imagine. They constantly grumble about how today's Goblins are far smaller and weedier than they used to be and how nothing is as well made as it was in their day. No young Dwarf, as hot-headed and tempestuous as he might be, would dare gainsay a Longbeard; after all, they have much more experience – and the beard to prove it!

Admittedly, there are times when even the most indefatigable of Dwarfs begins to fray under the constant barrage of complaints ceaselessly launched out by their elders. However, these are borne in respectful silence for a single reason: Longbeards have demonstrated their hard-won skills in battle time and again. They are unfaltering in their ways, disdainful of minor shifts of fortune that can send

less experienced warriors into disorder or even panicked confusion. Whether a howling Orc Waaagh! is smashing itself upon their raised shields, great boulders are splatting down within their ranks to hurl showers of bone and gore outwards or some new eldritch technology of the vile ratmen is spewing purple and green-tinged flames at them – the Longbeards will close ranks, their gnarled faces disclosing no alarm, only a seething anger at their foes.

A Longbeard unit in a battle line is likened to a reliable anchor bolt or bulwark that stands fast and supports the other formations. Woe betide any beardlings who falter under the Longbeards' stern (if rheumy) eyes, for they will be admonished within inches of their very lives. It might not be easy for other units to hold the battle line within earshot of a unit of Longbeards, yet it is also a great honour that redoubles a Dwarf's stoicism and makes even beardlings eager to prove themselves (or at least not give the Longbeards any further ammunition).

	M	WS	BS	S	T	W	I	A	Ld
Longbeard	3	5	3	4	4	1	2	1	9
Old Guard	3	5	3	4	4	1	2	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Immune to Psychology, Relentless, Resolute, Shieldwall.

Old Grumblers: Provided units with this special rule are not fleeing, any friendly Dwarf units within 6" of a unit of Longbeards can re-roll failed Panic tests.



Filled with pride, Snorri watched the fog roll back from the mountain pass. This would be his first time standing shoulder to shoulder with his clan, an honour he had waited for his whole life.

The first of the hunched creatures appeared out of the gloom and Snorri felt his deep-seated hatred growing. Then a sudden gust of wind cleared the valley and the full scale of the greenskin horde was revealed. There were thousands of them! Snorri's hands grew clammy, his knees weak.

Throat-clearing splutters broke the stillness, as Longbeards – the most veteran warriors – took their place in the throng's battle line. Soon, gruff voices began shouting, loudly condemning their foe.

'Look at 'em, not nearly enough are there?' I've seen bigger tusks on cave-squirrels. This better be worth puttin' me mail on for.'

'You there, bearding – keep your shield high!' Snorri was sure the last comment was directed towards him, although he was positive his shield was perfectly positioned. He knew the veterans would complain about anything. Fear forgotten, Snorri swore a silent oath that he would not give them any reason to grumble.

HAMMERERS

The most skilled warriors in a Dwarf hold are the Hammerers. They are individuals from different units, and perhaps even clans, who have proven themselves in uncountable battles, showing not just great strength and deadly martial prowess, but also steadfast loyalty and a bold and courageous nature. They are formed into a hard-hitting shock unit, a force capable of breaking enemy formations the way a heavy maulhammer crushes shale.

In addition to being a formidable fighting unit, the Hammerers are often used as a Thane or Lord's personal bodyguard. Duty to a liege is a sacred thing to Dwarfs. An individual bound by oath to his Lord will fight all the harder, and for the leader of the throng, a Hammerer will gladly give his life rather than face the dishonour of failure. A king surrounded by his Hammerers is the keep in the centre of the throng: grim and unyielding, a living personification of the indomitable Dwarf spirit. Of course, the allegiance goes both ways, and it is a Lord's duty to properly equip these hand-picked units and to seal the oath between them. The symbol of the bond between a Lord and his Hammerers is the weapons they carry. Each is given a heavy, but perfectly balanced, great hammer, which is often made of gromril.

Outfitted in heavy, well-polished Dwarf mail, Hammerers wade into combat wielding their great weapons. They swing their hammers in sweeping arcs, hitting their enemies with such vigour that only enchanted or hell-forged armour can withstand the force of their blows. With a crackling and crumping, the whirling hammerheads send up gory debris, as splintered shields, cracked bits of armour and even heads or limbs are thrown into the air by the sheer force of the impact. Dwarf battle lines have been known to cheer at the sight of the great hammers rising and falling around their king's banner, beating out a rhythmic noise that is not unlike the deep-booming industrial sounds made by the vast drop hammers found in the larger Dwarf forges.

As the most elite warriors, Hammers enjoy a high status within their hold. When not personally shielding their Thane or king, they are tasked with guarding key elements, such as the throne room or front gate. Larger strongholds will have many regiments of Hammerers, and these often become known by the name of what or whom they guard, such as the Peak Gate Guard of Karak Norn or the Drakebeard Guard, the Hammerers assigned to guard Thane Ull Hammerhand of the Drakebeard clan in Karak Kadrin.

	M	WS	BS	S	T	W	I	A	Ld
Hammerer	3	5	3	4	4	1	2	2	9
Keeper of the Gate	3	5	3	4	4	1	2	3	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Shieldwall, Stubborn.

Kingsguard: If the Dwarf General is in a unit of Hammerers, any member of that unit can accept a challenge. This special rule lasts as long as the General is in the unit.



BATTLE OF THE BURNT HALL

When King Belegar sent messages to Karaz-a-Karak requesting aid, he got more than he bargained for. The relief force was ten thousand strong, all mail-clad Dwarfs led by none other than High King Thorgrim Grudgebearer himself. Thus was the siege once again lifted from the citadel fortress of Karak Eight Peaks, and a new offensive launched to re-enter the main halls below.

The High King commenced the attack by forcing passage through the Karag Nar gates, while King Belegar drove out of the fortified citadel. The fighting was fierce, with axe and hammer pitted against stabbing spears and Squig teeth. The fire of the Dwarfs' anger was hotter, however, and the presence of the High King turned the tide. The Dwarfs cleared the first two levels, their forces advancing towards the Great Hall. But Skarsnik, the leader of the Crooked Moon tribe, emptied his reserves, sending forth wave after wave of attackers. Amidst the forest of shattered pillars, the fighting raged for three blood-soaked days. Through sheer determination, the Dwarfs won the Great Hall, captured the Crooked Moon Standard and cast down the idol the greenskins summoned to aid them, yet the Dwarfs did not have the numbers to hold their gains. Although it grieved them, the Dwarfs burnt their dead behind them and force marched back to their starting positions before the greenskins could recover, or the Skaven join the fray.

IRONBREAKERS

Most of Karaz Ankor lies beneath the surface of the world – from the towering vaults and labyrinthine galleries of the holds to the endless tunnels of the Underway. Adjoining these are the shafts of countless mines, sunk deep in the bottomless dark. Many of these passages have been infiltrated – penetrated by the gnaw tunnels of Skaven, or the mushroom-filled holes of the Night Goblins. The blackness of the underworld is also home to other monsters – crawling horrors and slinking beasts unknown to surface dwellers. The Dwarfs barricade intrusive passageways and build gates to block incursions from below, but even so, constant vigilance is needed. To safeguard the deepest and most dangerous passages, the Dwarfs call upon the Ironbreakers.

Clad from head to toe in suits of gromril armour, Ironbreakers can survive in a treacherous world of rockfalls and sudden ambush. They stand resolute, barring danger from advancing beyond their post. It is an honour to be selected to join the Ironbreakers, for they are trusted to protect the hold's most vulnerable entrances. Only the strongest and bravest are accepted into their ranks, but the dark offers no vainglory, and those warriors who choose a path of greater ambition must seek out the Hammerers.

To serve as an Ironbreaker, a Dwarf must take vows to stand bold, even if no king, Lord or Thane is near. Behind and above him are the beardlings, treasure troves, ancestral tombs, and the very halls that the forefathers of

his race carved out of rock in ages past. Before and below an Ironbreaker will be only the dark, the all-consuming blackness that hungers to grasp everything into its clutches.

Ironbreakers are trained to fight in tight formations, wedged into the confines of narrow tunnels. There, they find defensible positions and let the enemy break upon their overlapping shields as waves crash into rock. Impervious, implacable and unmoving, they form a living line, gromril-hard, that holds back the flood terror that lurks in the dark below. Enemies fall before their axes like winter wheat before the scythe and blows clang harmlessly off their nigh-impervious armour or are caught and deflected by their sturdy shields.

Each regiment of Ironbreakers will have a veteran, a grizzled unit leader known as an Ironbeard, who knows the undertunnels like the back of his hand. It is an Ironbeard's duty to manoeuvre the unit into a favourable position and to call out the battle formations, such as the box of iron, the steel square or so on.

Such is the prowess of the Ironbreakers that they will often be called upon to fight on the surface – aiding the throng in time of a muster. However, for each battle under the light of sun or moon, the Ironbreakers will have fought dozens in the deep dark beneath the mountains.

	M	WS	BS	S	T	W	I	A	Ld
Ironbreaker	3	5	3	4	4	1	2	1	10
Ironbeard	3	5	3	4	4	1	2	2	10

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute.

Shieldwall of Gromril: Models with this special rule always receive a +1 bonus to any Parry save they are eligible to take, not just in turns in which they are charged.

UPGRADE:

Cinderblast Bomb: These are small grenades thrown by hand, whose shrapnel is especially deadly in close confines.

The cinderblast bomb is a missile weapon that uses the stone thrower rules, but the model can move (not march) and fire with the following profile and special rules:

Range	Strength	Special Rules
2-8"	3 (6)	Armour Piercing, Multiple Wounds (D3)

If, when throwing a cinderblast bomb, the artillery dice result is a misfire, roll a D6. On a result of a 1, centre the small round template over the thrower and work out the damage. On a roll of 2+, the bomb is a dud and nothing occurs. Note that a model equipped with cinderblast bombs is assumed to have a supply that will last him the entire battle.



IRONDRAKES

The bitter underground wars that the Dwarfs fight daily to protect their strongholds are evolving, as the Dwarfs' foes come up with diabolical plans to get past a stronghold's protections. Time and again, the Dwarfs' courage and rune-enhanced weapons and armour have turned the tide, yet their foes have learned. When Skaven find the corridor blocked by unmovable Ironbreakers, they call for their own loathsome countermeasures – warpflame-spewing fire throwers, gas grenades or cobbled-together chopping machines. For their part, Night Goblins turn to mushroom-addled ball and chain-wielding Fanatics, Cave Squigs or Troll mobs. For the Dwarfs' defence, the cost in lives is high.

It was the Engineers Guild that invented the drakegun, a weapon which fires a blast of alchemical fury – a searing bolt of blazing energy. Short-ranged but incredibly potent, a single volley from a unit bearing drakeguns can halt the onrushing charge of enraged Mangler Squigs. Ironbreakers who showed an aptitude with the drakegun were further trained and formed into new units. When first used, even the gromril armour of the Ironbreakers struggled to protect against the intense heat generated by the fiery blasts. With the aid of Runesmiths, new armoured suits were developed bearing runes of protection first designed to safeguard those who work in the high temperatures of the massive forges.

Now, when confronted by a foe capable of breaking through a wall of Ironbreakers, a new fighting tactic has been developed. Ironbreakers open ranks to allow the Irondrakes to file past. With well-drilled precision and the barking orders of an Ironwarden, the dark is soon illuminated by molten blasts. The stalwart Dwarfs blaze away as attackers fall, their crumpled bodies still smoking with fist-sized holes burned through their flesh. The Irondrakes have proven so effective that their services are pressed into action wherever a throng may fight.

	M	WS	BS	S	T	W	I	A	Ld
Irondrake	3	5	3	4	4	1	2	1	10
Ironwarden	3	5	4	4	4	1	2	1	10

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute.

EQUIPMENT:

Drakegun: The drakegun is a missile weapon with the following profile and special rules:

Range	Strength	Special Rules
18"	5	Armour Piercing, Dwarf-crafted, Flaming Attacks, Quick to Fire

Forge-proven Gromril Armour: A model with forge-proven gromril armour has a 4+ armour save and a 6+ ward save. They also have a 2+ ward save against all hits with the Flaming Attacks special rule.



UPGRADES:

Brace of Drakefire pistols: Drakefire pistols are deadly weapons, ideal for close-ranged tunnel fighting.

A brace of drakefire pistols is used simultaneously, both in combat and when shooting, with the following profile and special rules:

Range	Strength	Special Rules
Combat	As user	Extra Attack, Requires Two Hands
12"	5	Armour Piercing, Dwarf-crafted, Flaming Attacks, Multiple Shots (2), Quick to Fire

Trollhammer Torpedo: A cumbersome weapon fitted onto the end of a drakegun in order to bring down large beasts.

This is a missile weapon with the following profile:

Range	Strength	Special Rules
24"	8	Flaming Attacks, Multiple Wounds (D3), Slow to Fire

SLAYERS

Slayers are the strangest and most deadly of all Dwarfs. They are outlandish doom-seekers, individuals who have wholly dedicated the entire fibre of their being to the hardest and most destructive life of battle that they can find.

Dwarfs are a proud people, and none of them cope well with failure or personal tragedy. The loss of family or hoard is inconsolable to Dwarfs, a fate that can seriously unhinge their obsessive minds. Likewise, the loss of honour, such as failing to uphold an oath or being forsaken in love, can cause a Dwarf to forswear the fellowship and comforts of family, clan, and hold, opting instead for a life of self-imposed exile. Having broken ties with everything they once held dear, these Dwarfs leave behind all possessions save their axes.

They take the solemn and binding vows of the Slayer Cult, oaths which oblige them to forevermore seek death in battle at the hands of the most deadly enemy they can find. Next, Slayers shave their heads save for a solitary crest – a fearsome plume which they dye bright orange and stiffen so that it sticks out at alarming angles. Then they begin their quest for a glorious death, deliberately seeking out mighty targets to destroy such as Trolls, Ogres, or even Giants.

The Slayer way of life – a constant search for battle and foes – invariably means that many achieve their ambition and are slain at the hands of ferocious beasts. Others, the least successful ones in a sense, survive – perhaps due to

great martial skill, or because they are the toughest, or most determined. This natural selection weeds out all but the most exceptional of their kind, meaning that any Slayer met is psychopathically dangerous, a warrior well honed at spotting and driving an axe into an enemy's weak points. As Slayers spurn armour or shields, those who live to fight on become heavily scarred and fearless monster-killers, bitter fighters that band together to seek their doom, yet are incapable of deliberately fighting to lose. Upon his own death, a Slayer will use his final breath to fuel one last attempt to strike a foe.

In times of battle, Slayers arrive from the wilderness to join a throng, lending their considerable combat skills to the Dwarf cause. Many desperate wars have been won by the ferocity and sheer determination of the Slayers. Although they prefer to hew down towering monsters, at need, they will turn their axes to scything down any enemy. Even when bloodied and battered after a battle's end, they will pause only long enough to slake their thirst before beginning their deathquest anew.

	M	WS	BS	S	T	W	I	A	Ld
Slayer	3	4	3	3	4	1	2	1	10
Giant Slayer	3	5	3	4	4	1	3	2	10

TROOP TYPE: Infantry.

SPECIAL RULES: **Ancestral Grudge, Relentless, Resolute, Unbreakable.**

Deathblow: If a model with this special rule is reduced to 0 Wounds by close combat Attacks or Stomps (but not Impact Hits), he can immediately make a single Deathblow attack before he is removed as a casualty. A Deathblow attack can be resolved against any enemy model in base contact and, its unusual sequencing aside, is resolved exactly like a normal close combat attack (and therefore uses any special rules that would normally apply to the model's close combat attacks). If a model with the Deathblow special rule is slain in a challenge, his Deathblow attack must be directed at the opposing model in the challenge. Once the Deathblow has been resolved, remove the model as a casualty and resolve the rest of the combat (including any more Deathblows).

Slayer: Slayers ignore penalties to Strength and always cause a Wound on a To Wound roll of 4+, unless they would need a lower result. Use the Slayer's Strength characteristic (after bonuses from special rules such as Resolute, or those granted by runic weapons, great weapons, etc.) to determine the armour save modifier for any successful Wounds.

Slayer Axes: Slayers turn up to battle with a variety of axes. At the start of each combat, a Slayer unit must choose to fight with either a great axe (great weapon) or a pair of axes (additional hand weapon). If a Slayer has a runic weapon, he loses the benefit of this special rule.

Slayer Cult: Only models with the Slayer special rule are allowed to join units of Slayers. Furthermore, Slayer characters can never be the army's General or join any unit other than Slayers.



DRAGON & DAEMON SLAYERS

Some Slayers, despite their best efforts to find and fight the most formidable of foes, still fail at their task of dying in battle. By dint of constant fighting, these rare Slayers become ever more scar-riddled and dangerous. In order to survive for so long against such terrible odds requires either luck or martial skills that have been honed to a razor's edge, and perhaps both. Now known as Dragon or Daemon Slayers, these angst-ridden fighters are honour-bound by their oaths to continue their death quest, but now they must seek out and battle ever more ferocious enemies.

A Dragon or Daemon Slayer is often joined on his journeys by a swarm of younger brethren from the Slayer cult. They flock towards such renowned killers, as they can be assured that, as he seeks his ultimate destiny, he will lead them straight towards foes against whom a worthy end might be made. This attraction is not altogether appreciated by the irascible and laconic Dragon or Daemon Slayer, for while they realise word of their deeds or great death might now be brought back to the Dwarfholds, they are loners by nature and resent any distraction. They are committed to die gloriously fighting monsters, not to leading others or looking after newcomers. Also, although none would ever admit to it, these veteran Slayers do not want to dare chance one of their following of new mavericks getting in a lucky stroke and robbing them of the glorious final blow upon some epic beast whose death would be worthy of a song.

SLAYERS OF LEGEND

Slayers regularly attempt impossible deeds, pitting their axes and finely tuned killing skills against creatures that outclass them in terms of power and size by a hundredfold or more. Undaunted by hopeless odds or how many of their own kind fall, Slayers do not stop their attack until they are dead. No matter how large, if enough Slayers are present, even the most titanic foe will eventually be hacked down and slain. From out of such fierce tenacity legends have grown – tales of Slayers performing deeds of unbelievable might.

Brakuk One-eye waded through an entire Skaven army before splitting a grey rat-wizard and his infernal bell device in two, while Hugnir, out of Karaz-a-Karak, single-handedly slew a dozen Giants. Ungrim Ironfist, the Slayer King, smote down the Dragon of Black Peak, a beast that, by itself, had routed armies and devoured entire towns in the Empire. Yet of all their many impressive glories, there are no Slayers that can match the bloodstained feats of Gotrek Gurnisson. Armed with a battleaxe that rivals the one borne by High King Thorgrim Grudgebearer in craftsmanship, it is said that Gotrek fights with the skill and fury of Grimnir himself. Over the course of his deathquest, which has been recorded by the human rememberer known as Felix Jaeger, Gotrek has carved his way through all manner of the most deadly creatures in the world, dispatching enemy warlords, vile seers, ancient Vampire Lords, Greater Daemons, and Dragons all with the same contemptuous ease.

	M	WS	BS	S	T	W	I	A	Ld
Daemon Slayer	3	7	3	4	5	3	5	4	10
Dragon Slayer	3	6	3	4	5	2	4	3	10

TROOP TYPE: Infantry (Character).

SPECIAL RULES: **Ancestral Grudge**, **Deathblow** (see opposite), **Relentless**, **Resolute**, **Slayer** (see opposite), **Slayer Axes** (see opposite), **Slayer Cult** (see opposite), **Unbreakable**.

Daemon Slayer (Daemon Slayer only): Any ward saves successfully made against Attacks made by the Slayer must be re-rolled.

Dragon Slayer: When attacking monsters, the Slayer's attacks have the Multiple Wounds (D3) special rule.

'HOLD BACK YOUR FIRE AND LET US PASS. WE HAVE TAKEN THE SLAYER'S OATH AND WOULD PIT OUR AXES AGAINST THOSE BEASTS. IF WE COME BACK, HAVE ALL YOUR ALE READY. IF, INSTEAD, IT IS OUR TIME TO TAKE THE PATH OF GRIMNIR, THEN MAY OUR DOOM BE A MIGHTY ONE. IF WE DO NOT RETURN, REMEMBER US TO OUR CLANS AND KINGS.'

- Rekthor Redaze, Giant Slayer, who led a band of Slayers against the Troll horde of Og the Mighty. None returned.



MINERS

Even the smallest Dwarf holds are populated with a fair number of Miners. As an underground dwelling race, Dwarfs always need experts at delving into bedrock, and this, coupled with the race's insatiable lust for gold, ensures that all mountain abodes are riddled with any number of deep shafts dug down in search of precious metals and gems. With their short but powerful build, Dwarfs are ideally suited to mining – their strength and endurance allowing them to tirelessly wield pick, hammer and shovel. While new-fangled drilling machines and steam-powered wonder-tools are now being put to use by progressive-minded clans, they will never replace the need for skilled and experienced Dwarf Miners.

When Dwarfs march to war, many mining clans form regiments to join the battle. As a point of pride, they do not bear axes, but instead wield the same heavy two-handed mining picks and mattocks they use to laboriously carve out tunnels. As it turns out, these well balanced and sturdily made tools work equally well whether digging into bedrock or hacking apart Goblins. Because tunnelling in the deeps is dangerous work, Miners constantly wear heavy armour and helms. Down the ages, this mail has served to protect them against rockfall and cave-ins as well as turning aside such attacks as Elf arrows or rusty Skaven blades.

Miners have a wide knowledge of subterranean tunnels and, if there is not already an easily accessible underground route to an enemy's vulnerable flank or rear, the Miners will make one! Few enemies react calmly to the trudge of heavy boots

behind them, and many a desperate battle has been won by Miners arriving in the nick of time from an unexpected quarter. Led by a Prospector (the most veteran member of the crew), Miners can wreak havoc on a foe's battle plans.

The longer and more established a Dwarf mine is, the more likely it is to be augmented with mechanical contrivances. Great steam engines draw in fresh air or haul chains to tow wagonloads of rock out of the depths. Some Miners even take to war with a few of their 'gadgets', such as blasting charges or a steam drill to aid in undertunnelling the enemy battle lines quickly. While the most conservative Dwarfs still grumble about these newer generations, stoutly wielding a pick to carve through a foe and winning the battle go a long way to aiding acceptance.

	M	WS	BS	S	T	W	I	A	Ld
Miner	3	4	3	3	4	1	2	1	9
Prospector	3	4	3	3	4	1	2	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: **Ancestral Grudge**, **Relentless**, **Resolute**.

Underground Advance: A unit with this special rule can deploy using the Ambushers special rule. Additionally, in the turn in which the unit arrives as Ambushers, they are counted as being in soft cover.

UPGRADES:

Blasting Charges: Miners use black powder to blast their way to valuable mineral deposits. Needless to say, this destructive force has proven useful in tight spots during battles and sieges.

One use only. Blasting charges are missile weapons with the following profile and special rules:

Range	Strength	Special Rules
4"	4	Armour Piercing, Flaming Attacks, Quick To Fire

Note that the entire unit must throw their blasting charges at the same time.

Steam Drill: The steam drill is a common piece of mining equipment that has also proven useful on the battlefield.

A Miner unit equipped with a steam drill can re-roll a failed arrival for its Ambushers special rule. Additionally, the Prospector can use the steam drill in close combat with the following profile:

Range	Strength	Special Rules
Combat	+3	Always Strikes Last, Requires Two Hands



RANGERS

Rangers are the long-ranged eyes and ears of most Dwarf settlements. They patrol far from the safety of the hold, often spending long periods out in the wilderness, keeping watch on the Dwarfs' many enemies and tracking dangerous beasts. It is they who explore hidden valleys, push through collapsed sections of the Underway and scale the cliff-sides in search of new pathways. Rangers will hunt down and dispose of lone monsters or ambush small mobs of Goblins, but when they confront larger creatures or enemy armies on the march, the Rangers send signals to the nearest outposts to alert them of the encroaching danger.

While all holds are thankful for such services, that doesn't mean the Rangers are well respected. Rangers are a wandering lot – often moving between holds. After months surviving in the wilderness, far off the beaten track, they are, at best, weather-beaten and travel-worn. Most consider them to be outcast clans, desperate to earn their way back into a hold. Sometimes this is the case, but just as often, the Rangers turn out to be an independent-minded breed of Dwarf, small groups from respectable clans that feel more at home on the mountainsides. Unlike most of their kin, they camp under the stars, moving from rough camp to camp. With such free spirits, it is no wonder that so many Dwarfs are mistrustful of Rangers, generally believing them to be a bit unhealthy from breathing so much open air and exposing themselves so often to the sun.

To survive on the harsh mountain slopes without the security of a nearby hold to fall back to, Rangers have learned to be stealthy and to fight in a manner unique for Dwarfs. They are ambush-hunters, experts at approaching the enemy from unexpected angles. Where possible, they will trigger avalanches, misdirect wayward foes over cliffs, or lead them into the teeth of an oncoming icestorm. Rangers are walking arsenals and carry a slew of different weapons – crossbows to skewer foes at long range, throwing axes for close ranged slaying while on the move, an axe for close combat and, for truly imposing foes, great axes. They have learned to keep bedrolls, pots, pans, and climbing gear secreted in camps hidden along their mountainous routes, yet still, they must carry all their provisions on their backs as well.

When dealing with large enemy forces, Rangers will first attempt to forewarn all Dwarfs in the invaders' path and then they will trail the foe, picking off stragglers and waiting for an opportunity to wreak havoc. In this way, when the enemy finally confronts a Dwarf force, the Rangers will often be in position to outflank the foe, arriving behind their battle lines to destroy war machines, pincushion lone wizards, or launch an attack to otherwise help gain an advantage for the Dwarfs.

Many times, a Ranger's greatest deeds go unwitnessed – acts of sabotage such as rolling gunpowder barrels downhill onto enemy camps, spiking the foe's water supplies with intoxicating agents (a battle-winning tactic, but also resource wasted on those that don't appreciate it!), or leading the wild beasts that haunt the mountain passes onto the enemy trail, allowing wild Manticores or hungry Wyverns to do some of their work for them. Still, no matter how many Night Goblin Fanatics they lure into rockpiles, many Dwarf clans will give them only cursory thanks and little respect.



Rangers are mysterious figures, and it is not surprising that many tales are told of their deeds. The most famous of their kind is the regiment known as Bugman's Rangers – vengeance-seekers who follow their brewmaster, turning up out of the wilds with grim tidings before lending a hand in the battle that is sure to follow. Others, too, have grown in status – the Redbeards that haunt the High Pass; the grim survivalists called Ulthar's Raiders, known for the trail of Goblin heads they leave on stakes near Karak Eight Peaks; and the Frostbeard Clan, hardy Rangers who set clever traps to ensnare monsters on the slopes north of Karaz-a-Karak.

	M	WS	BS	S	T	W	I	A	Ld
Ranger	3	4	3	3	4	1	2	1	9
Ol' Deadeye	3	4	4	3	4	1	2	1	9

TROOP TYPE: Infantry.

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Scouts.

'THEY MIGHT LOOK LIKE TRAPPERS, AND FRANKLY, THEY SMELL EVEN WORSE THAN THAT, BUT WHEN IT COMES TO RIDING THE MOUNTAINSIDES OF ORCS, THERE ARE NONE BETTER!'

- Durek Hewstone, Head Prospector,
Karak-a-Karak

DWARF ARTILLERY

CANNON

Cannons were first made by the Dwarfs of Zhufbar, although now, many of the larger strongholds make their own. One of the most potent of war machines, a cannon can shatter the most heavily armoured foe, pour shot into massed enemy formations, level a foe's cities or fortifications and topple the largest of monsters. They are, however, somewhat temperamental devices, and even the best-forged cannons in the world (those made by the Dwarfs, naturally) are subject to occasional malfunction. The slightest crack or premature ignition of black powder can result in devastating accidents.

In addition to the cannons housed within strongholds, many clans maintain a number of cannons that can join a throng on the march. These are hauled into overlooking positions on the battlefield where their long range and potent shot can dictate the course of the enemy's actions. Given the quality of their make, many Cannons have been in service for a number of centuries and are revered by their crew.

	M	WS	BS	S	T	W	I	A	Ld
Cannon	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine (Cannon).

SPECIAL RULES: Ancestral Grudge, Stubborn.

GRUDGE THROWER

Catapults were one of the earliest of the Dwarf-made war machines and have been used to command the approaches to Dwarf strongholds for many millennia. During the War of Vengeance, so great was their fury with the Elves that the Dwarfs began the practice of inscribing grudges on the rocks being used as ammunition. This custom stuck, and many crew believe that the engine is only as good as the grudges it throws – and therefore spend a great deal of time carving their anger directly onto the shaped stone ammunition.

Grudge Throwers are still used by all Dwarfholds and over the long years there have been many famous engines whose renown has spread far and wide across the Karaz Ankor and beyond. Perhaps most famous of all was the 'Gob-lobber', a legendary catapult which drove off a great many greenskin attacks during the Goblin Wars – although this was more down to the crew's use of live gobbo ammunition rather than pure accuracy.

	M	WS	BS	S	T	W	I	A	Ld
Grudge Thrower	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine (Stone Thrower).

SPECIAL RULES: Ancestral Grudge, Stubborn.



ORGAN GUN

An invention of the Dwarf Engineers Guild, the four-barrelled Organ Gun is so called because its array of barrels resembles the pipes of a musical organ. The Organ Gun's barrels are smaller and lighter than an ordinary cannon's, which means it lacks that extreme range and hitting power, but has the advantage of firing a barrage of shots all at the same time. With a well-placed salvo, and all its barrels firing to maximum effect, an Organ Gun has been known to blow away entire enemy units at a time.

	M	WS	BS	S	T	W	I	A	Ld
Organ Gun	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine.

SPECIAL RULES: Ancestral Grudge, Stubborn.

Organ Fire: An Organ Gun has the following profile and special rules:

Range	Strength	Special Rules
30"	5	Armour Piercing

To fire the Organ Gun, select a target according to the normal rules for shooting, then roll two artillery dice to find out how many shots are fired.

- If one of the dice rolls a misfire, the firing mechanism is not working properly or it suffers a minor jam. All shots fired from the Organ Gun this turn suffer a -1 To Hit.
- If both dice roll a misfire, no shots are fired and a critical fault has occurred; roll a D6 and consult the Black Powder War Machine Misfire chart in the *Warhammer* rulebook.

The number of shots fired by the Organ Gun is equal to the total of both artillery dice. After determining the number of shots, roll that number of dice To Hit the target using the crew's Ballistic Skill and applying all appropriate modifiers. However, the Organ Gun never suffers a To Hit penalty for firing multiple shots.

BOLT THROWER

Tried and true, many clans still swear by the Bolt Thrower – a war machine that the Dwarfs have used since the days of the Ancestor Gods. Bolt Throwers are large versions of crossbows, able to fire a Dwarf-sized bolt over a long distance. Reliable and accurate, some Bolt Throwers have been in service for many thousands of years, yet they can still bring down a flying Wyvern or skewer a Troll.

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine (Bolt Thrower).

SPECIAL RULES: Ancestral Grudge, Stubborn.

FLAME CANNON

There are few weapons that can put fear into the heart of a foe like the Flame Cannon, one of the deadliest inventions of the Engineers Guild. A volatile concoction of hot oil and molten tar is mixed within the Flame Cannon before air is pumped into the barrel; soon the pressure inside is tremendous and the barrel is almost ready to burst. At precisely the right moment, the Dwarfs place a burning oily wad into the nozzle and release the pressure. The mixture catches fire as it whooshes from the barrel in a leaping spurt. The burning oil arcs into the air towards the enemy ranks and, with a little bit of luck, lands in the middle of the foe, spraying boiling tar over them. For longer ranged shots, the Dwarfs simply apply more pressure, and the most experienced crew know exactly when to release the straining valves to achieve maximum distance. Those crew who misjudge this subtle balance rarely get another chance.

Enemies struck by Flame Cannons have their flesh melted off them in a slough, leaving only scorched bones and a foul-smelling liquid that is best described as 'goo'. Even the bravest of those who survive, after seeing their comrades so gruesomely reduced, have been known to flee immediately.

	M	WS	BS	S	T	W	I	A	Ld
Flame Cannon	-	-	-	-	7	3	-	-	-
Dwarf Crew	3	4	3	3	4	1	2	1	9

TROOP TYPE: War Machine (Fire Thrower).

SPECIAL RULES: Ancestral Grudge, Stubborn.

Sheet of Fire: Flame Cannons shoot using the fire thrower rules in the *Warhammer* rulebook with the addition of the Multiple Wounds (D3) special rule. However, a Dwarf player can also pump extra steam to fire a supercharged flame shot with the following profile and special rules:

Range	Strength	Special Rules
12"	5	Flaming Attacks, Multiple Wounds (D3)

To fire the supercharged flame shot, nominate a point within the war machine's line of sight and within 12". This does not have to be an enemy model, but can be a point on the ground if you wish. Place a small counter (a coin will do) in the correct position as a reminder.

Using your tape measure, extend a 'shot' line from the Flame Cannon's barrel all the way to your target point. Roll the artillery dice and extend the line away from the Flame Cannon the number of inches shown – this is where the teardrop-shaped template is placed (the narrow end closest to the Flame Cannon). After this, work out hits exactly as per normal fire thrower rules.

Note that you are not allowed to make a Flame Cannon shoot in such a way that it has a chance of hitting a friendly unit or an enemy unit that is engaged with friendly units.

If you roll a misfire result while shooting a supercharged flame shot, you suffer a -1 penalty on the Black Powder War Machine Misfire chart.

GYROCOPTERS



Gyrocopters are flying machines whose rotor blades are propelled by an ingenious lightweight steam engine. They can take off and land vertically, as well as hover in position over a spot. Although originally used to fly over difficult mountain terrain and to drop supplies and messages to beleaguered settlements besieged by foes, the Gyrocopter was soon tested over battlefields with great success.

The main armament of a Gyrocopter is a steam gun. When the valve is released, this unleashes super-hot steam from the engine that blasts out of the barrel with a hissing scream. Although its reach is short-ranged, a skilled pilot can bob and spin into perfect position to unleash this cloud of scalding death across the foe's ranks. Over the years, Gyrocopter's firepower has been augmented with bombs, with varying degrees of success. Originally, the pilot was responsible for lighting the fuse and throwing the bomb overboard while trying to fly and dodge enemy arrows. More recently, the Gyrocopter's small payload of bombs has been fitted into the craft's stabilisers.

Gyrocopters were invented by the Engineers Guild, although it took many centuries before the flying machines gained acceptance from the more conservative Dwarfs. As the legend goes, the inventor was inspired by watching Dragons swooping down from inaccessible mountain crags. He combined the idea of wings with that of engines used to drive drilling machines and then added flywheels from grinding machines to boot. Now, even small strongholds have an airfleet and skilled Engineer pilots as part of their throng.

	M	WS	BS	S	T	W	I	A	Ld
Gyrocopter	1	4	3	4	5	3	2	2	9

TROOP TYPE: Unique.

SPECIAL RULES: Ancestral Grudge, Fly, Relentless.

Armoured Copter: The Gyrocopter has a 4+ armour save.

Dive Bomb: Once per game, during the Remaining Moves sub-phase, models with this special rule may drop bombs unless they are fleeing or have declared a charge that turn. To Dive Bomb, select one unengaged enemy unit that the Gyrocopter moved over in that turn. To determine the damage caused by the bombs, roll an artillery dice; this is the number of hits inflicted. If a misfire is rolled, the Gyrocopter takes a single Wound with no armour save allowed. The Gyrocopter's bombs have the following profile:

Range	Strength	Special Rules
n/a	3	Armour Piercing

If a Gyrocopter Dive Bombs, it cannot make any other shooting attacks in that turn.

EQUIPMENT:

Steam Gun: The steam gun shoots using the teardrop-shaped template. Place the template with its broad end over a target and its narrow end touching the muzzle of the steam gun. Any models touched are hit using the profile below:

Range	Strength	Special Rules
n/a	3	Armour Piercing

UPGRADE:

Brimstone Gun: Some Gyrocopters switch their steam gun for a brimstone gun, a modified version of the weapon used by the Irondrakes.

The brimstone gun uses the profile below:

Range	Strength	Special Rules
18"	5	Armour Piercing, Dwarf-crafted, Flaming Attacks, Multiple Shots (D3), Quick to Fire

'THWOPPA, THWOPPA, THWOPPA – THE RHYTHMIC BEATING OF GREAT ROTOR BLADES GREW IN INTENSITY UNTIL A SQUADRON OF GYROCOPTERS PASSED CLOSE OVERHEAD. NOT LONG AFTER CAME THE WHISTLING DROP OF ORDNANCE PLUMMETING FROM ON HIGH, FOLLOWED BY A THUNDEROUS BLAST. THEN CAME THE HISSING OF STEAM GUNS AND THE WALES OF THE DYING. OUR MINE WAS SAVED – THE AIRCOP OF ZHUFBAR HAD ARRIVED!'

- Oldor Greybeard, Prospector

GYROBOMBERS

Since the first flight of the Gyrocopter, Engineers have been seeking ways to upgrade its payload. There were times, such as when greenskin invasions filled the valleys, swarming up a mountain's flanks to besiege a Dwarf stronghold, that Gyrocopters buzzing around the flanks just wasn't going to break up the attack. With some reconfiguration, and by losing the heavy weight of the steam gun, the Engineers Guild were able to significantly increase the size and number of bombs carried. Thus was the Gyrobomber invented.

Initial tests against rampaging Orcs proved successful, with the newly dubbed Gyrobomber sowing patches of destruction along its flight path. However, while the bombs did rip holes into the waves of oncoming attackers, the newly designed flying machine was not as capable at diving down to launch its bombs as was the Gyrocopter, and furthermore, the larger bombs proved more susceptible to wind shear. All of this meant that the devastating payload was not always delivered on target. Teams of Engineers advanced a slew of ideas, one of which turned out to increase the bomb's damage potential. By rigging the explosive content within the bomb canisters, the Engineers found they could set off a brief chain reaction, creating a 'bouncing' bomb that would land, explode and then set off subsequent explosions. Named the grudgebuster bomb, the Engineers were naturally defensive about it – bristling at suggestions that the bombs were less accurate, they stated that the bounces gave the ordnance a greater chance to strike its target. Tests showed that, while the grudgebuster bombs might not be any more accurate, their multiple explosions wreaked more damage than ever.

Armed with their impressive bomb racks and a nose-mounted clattergun, the Gyrobombers stream over the Dwarf battle lines seeking to obliterate the foe's largest formations. Already, several flying formations have become famous – perhaps most notably the Skyhammers from Zhufbar and the Blackhammer Bombers of Karaz-a-Karak.



After resolving the damage caused by a grudgebuster bomb, roll a D6. On a 4+, the bomb scatters D6" from where it first landed (a Hit! result remains in place). Place the small round (3") template on the new location and resolve damage using the profile above. It cannot bounce a third time.

	M	WS	BS	S	T	W	I	A	Ld
Gyrobomber	1	4	3	4	5	3	2	2	9

TROOP TYPE: Unique.

SPECIAL RULES: **Ancestral Grudge**, **Armoured Copter** (see opposite), **Fly**, **Relentless**.

Bombing Run: During the Remaining Moves sub-phase, models with this special rule may drop a bomb unless they are fleeing or have declared a charge that turn. To make a Bombing Run, select one unengaged enemy unit that the Gyrobomber moved over in that turn and place the large 5" template anywhere over the target unit (but note that it cannot cover friendly models) and roll for scatter and damage as for a stone thrower from the Warhammer rulebook. If a misfire is rolled, use the Bomb Misfire chart below. Grudgebuster bombs have the following profile:

Range	Strength	Special Rules
-	3 (6)	Armour Piercing, Multiple Wounds (D3)

BOMB MISFIRE CHART

D6 Result

- 1** **Premature Detonation.** The Gyrobomber suffers a Strength 6 hit with the Multiple Wounds (D3) special rule.
- 2-3** **Jammed Release.** Centre the 3" template over the Gyrobomber before scattering it and resolving damage as normal. This bomb does not bounce.
- 4-6** **Dud.** Only the model under the template's central hole is hit, suffering a single Strength 4 hit.

EQUIPMENT:

Clattergun: The clattergun is fired in the Shooting phase with the profile below:

Range	Strength	Special Rules
24"	4	Armour Piercing, Dwarf-crafted, Multiple Shots (4), Quick To Fire

THORGRIM GRUDGEBEARER

HIGH KING OF KARAZ-A-KARAK

Thorgrim Grudgebearer is the current High King of the Dwarfs. He is a throwback to the High Kings of old – eager for new conquests, mighty in battle, and a merciless enemy. Yet upon his worn brow, there also sits a great wisdom, and he is able to uphold the ancient traditions as well as to accept (if not embrace) needed changes, such as alliances and new technology. Thorgrim is forever brooding upon how to return his people to their former glory. As the ultimate ruler of the Dwarfs, the Great Book of Grudges is entrusted into his keeping. It is Thorgrim's avowed wish to avenge every single entry contained in that voluminous tome – an impossible task if he should live a thousand lifetimes. Yet such is his resolve that he has already helped to rejuvenate the whole of the Karaz Ankor. Tales of his deeds, and the long list of grudges already struck out, fill his grim warriors with a feeling that the Dwarfs have long done without: hope. Borne upon the Throne of Power and brandishing the Axe of Grimnir, Thorgrim is at the forefront of what the Dwarfs hope will be a great conquering – a new age of retribution has begun.

	M	WS	BS	S	T	W	I	A	Ld
Thorgrim Grudgebearer	3	7	6	4	5	7	4	4	10
Thronebearers	3	5	3	4	-	-	3	4	-



TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: **Ancestral Grudge, Relentless, Resolute.**

High King: Thorgrim must be the army General. Furthermore, if he is slain, all friendly models from *Warhammer: Dwarfs* immediately gain the Frenzy special rule.

The Throne of Power: The Throne of Power is treated in all regards as Shieldbearers (see page 33), with these additions to represent its status and additional bearers: the Throne adds +4 to Thorgrim's Wounds (included in his profile) and adds +2 to his armour save. The Throne also grants him a 4+ ward save and increases the range of his Inspiring Presence rule to 18". If Thorgrim joins a unit, he does not benefit from the "Look Out Sir!" rule.

MAGIC ITEMS:

The Axe of Grimnir: *Before Grimnir disappeared into the north, he gifted his son, Morgrim, one of his legendary axes. The skill of placing so many master runes onto a single item has been lost, but the axe itself has been passed down through the generations, borne in turn by each High King of the Dwarfs.*

Magic Weapon. Attacks made with the Axe of Grimnir have the Always Strikes First special rule and wound any model not in magic armour on a To Wound roll of 2+, regardless of the target's Toughness. Against models in magic armour, a roll of 3+ is required. Additionally, Wounds caused by the Axe of Grimnir have the Multiple Wounds (D6) special rule if directed against a Giant or Chaos Giant.

The Armour of Skaldour: *Protected by powerful runes, the Armour of Skaldour has turned countless blades and protected Thorgrim through many bloody battles and assassination attempts.*

Magic Armour. This armour grants Thorgrim a 4+ armour save that, when combined with the bonus for his Throne of Power special rule, gives Thorgrim a 2+ armour save. Furthermore, against attacks with the Killing Blow, Heroic Killing Blow or Multiple Wounds special rules, Thorgrim has a 2+ ward save.

The Dragon Crown of Karaz: *The Dragon Crown has been worn by the High Kings since the founding of Karaz-a-Karak.*

Talisman. This crown confers the Immune to Psychology and Stubborn special rules to its wearer and any unit he joins.

The Great Book of Grudges: *The Dammaz Kron recounts every deed of infamy perpetuated against the Dwarfs, scribed in the blood of kings and infused with anger and vows of vengeance.*

Enchanted Item. If Thorgrim is on the battlefield when you roll on the Ancestral Grudge table, your army receives a +3 modifier. If the total is 7 or more, Thorgrim, and any unit he joins, may re-roll failed To Hit rolls in every round of close combat, not just the first.

UNGRIM IRONFIST

LAST SLAYER KING OF KARAK KADRIN

There are few kinds of monsters that walk the world that Ungrim Ironfist has not slain in battle. Armed with the enormous Axe of Dargo, Ungrim deals death – carving a path of red ruin before him while singing songs of old in a booming voice. Atop his head is a bright orange crest that rises above a sturdy horned helmet set with a golden crown. For Ungrim is both a Slayer and a King, more than likely the last of the line of Slayer Kings of Karak Kadrin.

The tale of Ungrim's family, the Drakebeard Clan, is full of woe, as those in the clan of royal blood bear a history of calamities. Many years ago King Baragor, Ungrim's five times great grandsire, suffered a terrible loss which drove him to take the oath of the Slayers. What caused such a drastic decision is not recorded. It is commonly assumed that the cause was the death of his daughter at the claws of the Dragon Skaladrak while on her way to marry the son of the High King of Karaz-a-Karak. In any case, Baragor became the first Slayer King of Karak Kadrin. He was torn between conflicting vows: the Slayer oath to seek out death and the oath of a king to protect his people. In the end, good Dwarf sense prevailed, and he found a way to honour all commitments. He founded the famed Slayer Shrine of Karak Kadrin, the largest shrine to Grimmir. Thus, he established a haven for Slayers that continues to this day. His son inherited his vows and continued the line of Slayer Kings, of which King Ungrim Ironfist is but the latest.

Although Ungrim cannot seek his death in Slayer fashion, he grows ever more restless, leading the throng of Karak Kadrin into countless battles. Inspired by his High King and seeking to avenge his lone son who was slain, Ungrim will march to war with the least provocation. It was Ungrim who slew the Dragon of Black Peak and who broke Queek Headtaker's siege of King Belegar's citadel in Karak Eight Peaks. The Slayer King has beaten Ogre mercenary Golgfag Maneater and held off a Chaos army in the Battle of High Pass. Most Dwarfs are amazed Ungrim has lived so long, and none think that a mighty death in battle can be very far away.

	M	WS	BS	S	T	W	I	A	Ld
Ungrim Ironfist	3	9	4	4	6	3	5	4	10

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: **Ancestral Grudge**, **Daemon Slayer** (see page 45), **Deathblow** (see page 44), **Dragon Slayer** (see page 45), **Relentless**, **Resolute**, **Slayer** (see page 44), **Unbreakable**.

Slayer King: The only units Ungrim Ironfist can join are units of Slayers. However, unlike other Slayer characters, he can be chosen as the army General, in which case his Inspiring Presence rule works as normal. Additionally, if Ungrim is chosen as the General, a single Slayer unit may take a runic standard worth up to 100 points.



MAGIC ITEMS:

Axe of Dargo: *The Axe of Dargo, a runic weapon of monstrous size, was made of the shards of King Baragor's broken axe, tempered with Dragon's blood and iron-oaths of vengeance.*

Magic Weapon. In close combat, blows struck by the Axe of Dargo are resolved at +2 Strength and have the Killing Blow special rule.

Dragon Cloak of Fyrskar: *Gifted to Ungrim by Thorgrim Grudgebearer after the Battle of Broken Leg Gully, this cloak is made from the skin of the fierce Dragon Fyrskar, offspring of the mighty Skaladrak. It is now an heirloom of Karak Kadrin and a symbol of vows already fulfilled.*

Talisman. The Dragon Cloak of Fyrskar grants Ungrim a 4+ ward save, that improves to a 2+ ward save against all hits with the Flaming Attacks special rule.

The Slayer Crown: *This majestic helmet has been worn by every Slayer King since the time of King Baragor.*

Magic Armour. The Slayer Crown adds +1 to Ungrim's armour save as well as +1 to his Toughness (which is already included in his profile).

THOREK IRONBROW

MASTER RUNELORD OF KARAK AZUL



Thorek Ironbrow is a Runelord like unto those of legend. In the best of his moods, he is fiercely irate and a living terror to his apprentices in the weapons shops of Karak Azul, where he has ruled for centuries on end. A traditionalist in every sense, Thorek cannot abide new technology, and takes every opportunity to speak his mind on 'new inventions'. Fortunately, he lends not just his councils, but also his strong arm to Thorgrim Grudgebearer. Like his High King, Thorek too longs to reclaim the Dwarf Empire of old, but he also has a personal quest – he seeks lost relics of the ancient days. For this reason, Thorek is extremely active and can be found aiding throngs from many different clans and holds.

Of late, Thorek has been deep underground, buoying the Dwarf battle lines and unleashing the fury of his Anvil of Doom upon the Skaven that fill the underhalls of Karak Eight Peaks. He is not only helping the cause of King Belegar, but also searching for those sealed treasure vaults that have never yet been re-found. Each new discovery of ancient rune artefacts helps keep the precious runecraft of his forefathers alive and ensures that no further holds fall.

Thorek can never be found without his Anvil of Doom and his most able assistant, a long-suffering Dwarf named Kraggi. Most of the time, Kraggi is a great aid to Thorek,

but on occasion, his inexperience (he's only been smithing a century) causes issues. When Kraggi is paying sufficient attention to his master's gruff commands, no living Runelord can match Thorek's prowess on the Anvil of Doom. With a resounding clang on his anvil, Thorek Ironbrow grounds enemy spells and smites those who would dare defy the growing might of the Dwarfs.

	M	WS	BS	S	T	W	I	A	Ld
Thorek Ironbrow	3	6	4	4	5	5	3	2	10
Anvil Guards	3	5	3	4	-	-	2	2	-

TROOP TYPE: War Machine (Special Character).

SPECIAL RULES: **Ancestral Grudge**, **Ancestral Shield** (see page 37), **Armour Piercing**, **Locus of Power** (see page 37), **Magic Resistance (3)**, **Rune Lore** (see page 36), **Strike the Runes** (see page 37), **Unbreakable**.

Kraggi, Assistant at the Forge: Kraggi is represented on the tabletop by a separate miniature that always remains as close as possible to Thorek's Anvil of Doom. The model itself plays no part in the game; if it gets in the way, simply move it to one side. If Thorek is slain, Kraggi is also removed.

Thorek can re-roll a single dice on a failed attempt to cast one of the innate bound spells of the Anvil of Doom per turn. If this re-rolled dice rolls a 1, Kraggi has done something wrong and Thorek takes a Strength 10 hit. Kraggi is then removed from play and the Kraggi, Assistant at the Forge special rule cannot be used again for the rest of the game.

Master of Ancient Lore: Thorek receives a +1 bonus on all his attempts to cast the Anvil of Doom's bound spells.

MAGIC ITEMS:

Klad Brakak: *Thorek's anvil-headed rune hammer is a formidable weapon of war. Thorek designed the new rune that is struck upon the hammer and, as of yet, it is unproven – being only a few centuries old, Thorek wishes to give the rune a fair trial before allowing others to duplicate it.*

Magic Weapon. No armour saves are allowed against close combat attacks made with this weapon. Additionally, if the victim suffers one or more unsaved Wounds, any magic armour, magic helmets and magic shields they were equipped with are destroyed and cannot be used for the remainder of the game.

Thorek's Rune Armour: *Made by Thorek himself, this armour has turned a Giant's club and allowed Thorek to walk unscathed (bar some smouldering) through the flames of the wyrm Drakamol.*

Magic Armour. Thorek's Rune Armour confers a 1+ armour save that cannot be improved by any means.

BELEGAR IRONHAMMER

TRUE KING OF THE EIGHT PEAKS

It is a bitter legacy of hatred and resentment that Belegar Ironhammer has inherited. For he is leader of the Angrund Clan and direct descendant of King Lunn, the last Dwarf to rule Karak Eight Peaks before its fall. While the grand mansion of their people – a hold second only to Karaz-a-Karak in terms of wealth and prestige – was being despoiled, the scions of the former king laboured elsewhere, shorn of home and honour. Many of the ruling heirs of Angrund have attempted to reclaim their former glory, to avenge the grudges bequeathed to them. Despite the weight of years and the hopelessness of the cause, when Belegar came of age, he made bold oaths and set out to recover his full inheritance.

Since that time, Belegar has dedicated his life to reclaiming Karak Eight Peaks. After three failed attempts and further decades spent gathering the old clans and rallying support from other holds, Belegar led an army that drove into the fabled vale and captured the central citadel. He proclaimed himself King and fortified his position, encamping his forces into the wreckage of the once-mighty surface structures of Karak Eight Peaks. There he remains, defiant and in a constant state of siege. From out of this slender foothold, the Dwarfs launch forays into the depths, bloody offensives intent on breaking their opponents' seemingly limitless armies, recapturing lower halls or seeking out lost treasures.

At Karak Eight Peaks, the Dwarfs are forced to contend with their arch-enemies, the Orcs and Goblins and the Skaven. These long-standing foes are led by the most devious of their kind, for the chieftain of the Night Goblins is none other than Skarsnik, self-proclaimed Warlord of the Eight Peaks, while the Skaven are led by the infamous Warlord Queek Headtaker. Belegar alone has been able to match wits with these adversaries, thwarting their every plot and defying every malevolent scheme.

Belegar has established himself as a master of subterranean warfare. On his orders are enemy probes smashed, ambushes overcome and infiltration paths blockaded. Yet Belegar is not content to sit behind his fortifications, and many times he has led assaults into the underhalls of his forefathers. There, from the shattered remains of his ancestors' tombs, Belegar claimed the rune-struck chunk of rock that now serves as his Oath Stone. It is said amongst Dwarfs that his warrior skills are second only to those of the Slayer King, and that at need, Belegar can summon the vengeful powers of his ancestors. Yet for all his victories, Belegar remains embittered, vowing to one day reclaim all of Karak Eight Peaks for his own.

	M	WS	BS	S	T	W	I	A	Ld
Belegar Ironhammer	3	8	4	4	5	3	4	4	10

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Ancestral Grudge, Relentless, Resolute, Stubborn.



Revenge Incarnate: Once per game, at the start of any Close Combat phase, Belegar can harness the power of his ancestors. For the remainder of the turn, he doubles his Attacks characteristic.

MAGIC ITEMS:

The Hammer of Angrund: Also known as the Ironhammer, this hammer has been carried by the ruler of Karak Eight Peaks since the Angrund Clan first claimed kingship.

Magic Weapon. The wielder of this weapon has the Always Strikes First special rule, and Attacks made by the Hammer of Angrund receive a +1 bonus To Wound.

Shield of Defiance: The runes of protection struck upon the Shield of Defiance have saved Belegar's life many times. The shield can turn Giant's blows, Troll vomit, and even allowed him to twice escape from inside the maw of Skarsnik's enormous pet Cave Squig, Gobbla.

Magic Armour. Shield. The Shield of Defiance grants Belegar a 4+ ward save. Additionally, this shield makes Belegar immune to the effects of the Killing Blow and Heroic Killing Blow special rules, treating wounding hits that would automatically slay him as a normal Wound.

GRIMM BURLOKSSON

UPSTART MASTER ENGINEER

Grimm Burloksson is the youngest Dwarf to pass the many rituals required to be named a Master Engineer. As the son of the Guildmaster Burlok Damminsson, it was always expected that he would follow in his father's footsteps. Even as a beardless, Grimm exhibited all the signs of a skilled inventor; when other aspirants were still learning basic principles, he had already constructed a self-lighting pipe, a steam-powered beard-braider and a double-barrelled rifle that could kill a half-dozen grobi with one shot. Even the eldest guildmembers conceded his ability; however, there were signs that his judgement was suspect and he did not value the ancient laws that Engineers are expected to follow.

Grimm's rebellious ways are not unexpected, for his father also went beyond the experimentations attempted by all headstrong young Engineers. Only a tragic accident and the ritual humiliation of a close comrade forced Burlok to change his ways, and many say that Grimm is heading down the same wrong path. Unheeding of advice, Grimm continues to forego the precision tuning so beloved by his guild and instead focuses on the trial and error of his own bold inventions. He has devised a telescopic sight that fits over his battle helm and better allows him to triangulate aiming computations, and those who have fired using his enhanced

black powder and modified crossbow bolts find their range greatly increased. In emulation of his father's augmentations, Grimm has invented his own steam-powered gauntlet, thus increasing his own strength significantly. An eccentric, if somewhat erratic genius, the young Engineer torments his guildmates by attempting new designs, questioning past methods and stubbornly refusing to give up new inventions.

	M	WS	BS	S	T	W	I	A	Ld
Grimm Burloksson	3	4	5	6	4	2	2	2	9

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: **Ancestral Grudge**, **Entrenchment** (see page 35), **Relentless**, **Resolute**, **"Stand Back Sir!"** (see page 35).

Master of Accuracy: As long as he is not fleeing, at the start of each friendly Shooting phase, roll a D6. On a 2+, Grimm can bestow one of the following rules on a single friendly unit within 3" for the duration of that Shooting phase. He can never benefit from the effects of these rules but may still fire his own weapon. On a 1, Grimm cannot bestow any of these rules, although he may still fire his own weapon.

Artillery Adjustment. A war machine can use Grimm's Ballistic Skill and re-roll one artillery dice. This can be the dice that determines the distance a cannonball bounces or a Flame Cannon's burst of flame moves.

Increased Range. The unit's Dwarf crossbows and Dwarf handguns increase their maximum range by 2D6".

Superior Volley. Models in the unit can re-roll any missed To Hit rolls.

EQUIPMENT:

Grudge-raker: With two barrels, this weapon can riddle a single target or blast a swathe into oncoming troops.

Range	Strength	Special Rules
18"	4	Armour Piercing, Dwarf-crafted, Multiple Shots (2D3)

Cog Axe: Whether by steam-powered clamp or teeth located along its blade, the cog axe can catch and break a foe's weapon.

Range	Strength	Special Rules
Combat	As user	Armour Piercing, Weaponsnapper

Weaponsnapper: If Grimm scores one or more hits in close combat against a model using a magic weapon, roll a D6; on a 5+, that weapon is immediately destroyed and cannot be used further in this game.



JOSEF BUGMAN

MYSTERIOUS MASTER BREWER

Josef Bugman is the most famous Master Brewer of all time. This is really saying something, for Dwarfs take their ale seriously, and there are many famous brews and renowned brewers, yet still, the name of Bugman stands as a paragon of quality. A member of the Dragonback Clan, after the fall of Ekrund, Josef's relatives set up a stout brewhouse in the foothills of the Grey Mountains. A moderate success, the brewery took off after Josef took over, with triumphs like Bugman's XXXXXX and the notorious Troll Brew. Yet at the height of his ales' growing popularity, disaster struck.

While returning from a delivery, Bugman arrived at his brewery to find it a smouldering ruin. Goblin raiders had wrecked the brewery, drank its ale and kidnapped Bugman's living relatives. In those ruins, Bugman swore a mighty vengeance, resolving to hunt down the greenskins and rescue his kin. He and his companions went off into the wild and were not heard of again for many years. Rumours began to crop up around the Karaz Ankor of tattered and blood-stained Rangers who arrived before major battles, keeping to themselves around the campfire, a strange glint in their eyes and their hands clasped around tankards of precious ale.

	M	WS	BS	S	T	W	I	A	Ld
Josef Bugman	3	6	5	5	5	2	4	4	10

TROOP TYPE: Infantry (Special Character).

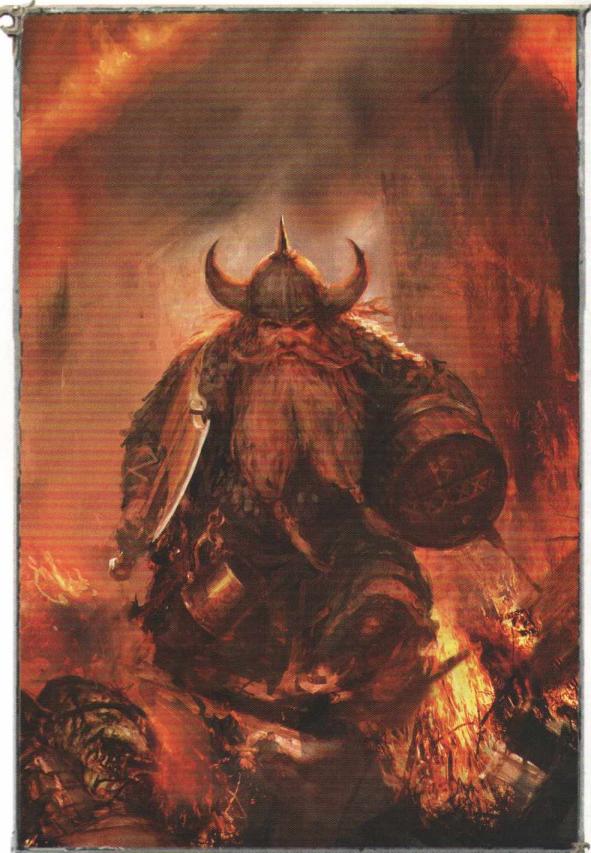
SPECIAL RULES: **Ancestral Grudge, Relentless, Resolute, Scouts.**

Bugman's Rangers: Any army that includes Bugman can upgrade a single unit of Rangers to be Bugman's Rangers. If this is done, Bugman must join the unit and cannot leave it. Bugman's Rangers have WS5, BS4 and S4 and cost an additional +3 points per model.

Liquid Fortification: As long as Bugman is alive, roll 2D6 at the start of each friendly turn and consult the following chart to see what effects his draughts have upon himself and any unit he has currently joined:

2D6 Result

- 2** **Bad Brew.** *Some ale doesn't travel well, and guzzling it produces detrimental effects of an unpleasant nature.* Each member of the unit gains the Flammable special rule until the start of the next friendly turn.
- 3-9** **Belligerent.** *The unit works themselves into a fit of remarkable cantankerousness.* The unit gains the Stubborn special rule until the start of the next friendly turn.
- 10-12** **Leathered.** *Downing ale prodigiously, the unit becomes almost inured to pain (if not sensation altogether).* Each member of the unit gains +1 Toughness until the start of the next friendly turn.



Stout Courage: Bugman and any unit he joins are immune to the Fear and Terror special rules. Should Bugman leave the unit or be slain, the unit loses the benefit of this special rule immediately.

MAGIC ITEMS:

Ol' Trustworthy: *Bugman bears a large rune-covered axe, obviously an ancient heirloom of great prestige. The old Ranger won't reveal its true name, but refers to it as 'Ol' Trustworthy'.*

Magic Weapon. Ol' Trustworthy has the Armour Piercing special rule and adds +1 to Bugman's Attacks characteristic and +1 to his Strength (both already included in his profile).

Bugman's Tankard: *A family treasure, any who quaff from the tankard are engulfed in remembrances of the glorious past. After a long haul upon its contents, the drinker feels refreshed and restored.*

Enchanted Item. Bugman, or a single model in the same unit, can drink from Bugman's Tankard at the start of any friendly turn. The imbiber immediately recovers D3 Wounds, but cannot surpass his Wounds characteristic.



ANCESTRAL HEIRLOOMS

The following are magic items available to Dwarf armies. These items may be taken in addition to runic items as a character's points allow, but no further runes can be added to any of the Ancestral Heirlooms. Note that Dwarf characters may not select magic items from the Warhammer rulebook.

THE HAMMER OF KARAK DRAZH 65 points

Magic Weapon

The Runelords of Karak Drazh wrought wonders the likes of which had never been seen before, or since, but even amongst their treasure hoards, there was one hammer that stood out as exceptional. It was struck with runes so that it could be swung with preternatural ease, yet it hit with a bludgeoning force – its blows sending shock waves emanating outwards in ripples of concussive force. The weapon was feared lost forever with the fall of Karak Drazh, yet thousands of years later, it has again been recovered.

Attacks with the Hammer of Karak Drazh are resolved at +3 Initiative, and any enemy models that suffer one or more unsaved Wounds from it have their own Initiative reduced to 1 until the end of the Close Combat phase.

RED AXE OF KARAK EIGHT PEAKS 50 points

Magic Weapon

This axe was forged in Karak Eight Peaks by the mad Runesmith Orrey Singebeard. Struck with unique runes of vengeance and cooled in the poisoned wells of that ruined hold, the Red Axe shines with a crimson sheen. Skaven recognise the fabled axe blade – calling it the Red Death and squealing in their scurrying panic to flee. The Night Goblins also loathe the axe, typically losing control of their bowels in their haste to run away from its bearer.

The Red Axe of Karak Eight Peaks allows its wielder to re-roll To Hit and To Wound rolls against all models from Warhammer: Orcs & Goblins and/or Skaven. Additionally, the wielder also has the Terror special rule against all models taken from Warhammer: Orcs & Goblins and/or Skaven.

MAGNIFICENT ARMOUR OF BOREK BEETLEBROW 60 points

Magic Armour

A pair of massive Giants plundered the lands around Karak Hirn, displaying an all-too understandable thirst for Dwarf-made ale. They ate so many Miners that Karak Hirn's forges grew cold for want of materials to work with. Many attempted to slay the Giants, yet all failed in their task. Desperate, King Olfast promised the Runelord Borek Beetlebrow the pick of his own treasures if the fabled smith would forge something to rid the land of Giants. Who knows what runes were struck upon that gromril suit or what alloys were smelted into its silversteel, yet the armour was proof against the Giants' blows. Borek was victorious, and to the horror of King Olfast, he chose the King's lone daughter – Heldred the Uncommonly Smooth, as his reward, but that's another tale...

The Magnificent Armour of Borek Beetlebrow grants the wearer a 2+ armour save. In addition, the Armour of Borek Beetlebrow grants the bearer a 3+ ward save against all attacks of Strength 6 or higher.

SILVER HORN OF VENGEANCE 45 points

Enchanted Item

After the War of Vengeance, Gotrek Starbreaker ordered the Dwarf Runesmiths to melt down the silver helms of the slain foe. Most of this went as wergild to the families of Dwarfs who fell, but a hunting horn, too, was fashioned from that silver – a gift, it is said, for the King of Karak Varn, who lost his brother in the Battle of Three Towers. When winded, the horn sounds a clear note that can be heard for miles. It brings vigour to troops on the same side, but for foes, it foreshadows certain doom. Those few Elves who have heard the Silver Horn of Vengeance and lived claim that they can still hear it echoing deep inside their own minds.

One use only. The Silver Horn of Vengeance can be used at the start of any friendly turn. Its wielder, and any friendly units within 6", has the Devastating Charge special rule until the start of their following turn. Additionally, once used, the blower of the Silver Horn of Vengeance, and any unit he joins, cause Fear in all models from Warhammer: High Elves, Dark Elves and/or Wood Elves for the rest of the game.

FIERY RING OF THORI 35 points

Enchanted Item

The Fiery Ring of Thori is set with a dark ruby of great size and splendour. Within its heart flickers a mysterious flame, entrapped there in ages past by a masterful Runesmith. When its runes are activated, they glow with eldritch power, causing a sheet of flame to spring directly in front of its wearer, its blazing fury as red hot as the grudges of the Dwarf who forged the ring so many ages ago.

The Fiery Ring of Thori gives its bearer a Strength 4 Breath Weapon with the Flaming Attacks special rule.

BANNER OF LOST HOLDS 100 points

Magic Standard

After the Goblin Wars, and the fall of some of the most fabled Dwarfholds, the High King Kurgan Ironbeard ordered a special banner constructed. Its making was unusual – many Runelords whose holds had been destroyed worked together, even though the master craftsmen typically guard their secrets with jealous fervour. By combining their skills, they constructed the Banner of Lost Holds. Upon it can be seen the marks of Karak Drazh, the symbol of Karak Varn, the ancestral icons of Karak Ungor and a dozen of the lesser Dwarfholds lost through the ages. Kept in Karaz-a-Karak in the High King's Hall, the Banner of Lost Holds is gifted to throngs in times of war so that the flames of vengeance might be rekindled once more into searing hot revenge. The Dwarfs will never forget and never forgive. To fight beneath this storied banner is to recall the fury of so many wrongs done to their race.

All models in a unit that carries the Banner of Lost Holds can re-roll failed To Wound rolls in close combat.

RUNIC ITEMS

Dwarf Runesmiths have mastered the art of capturing the Winds of Magic and binding them into stone or metal. Although no longer as skilled as their forefathers of old, the Dwarfs are still the greatest of all races when it comes to making magic weapons, armour and other enchanted items.

The race of Dwarfs is not magical and has never developed spellcasters the way other races have. This, the Dwarfs affirm, is not by accident or lack of ability, but rather the benefit of good common sense. They believe the first Dwarfs, the Ancestor Gods, saw magic for what it was: a fickle power at best, and at worst, wholly corrupting. It was Grungni who first learned to capture magic with his hammercraft, binding its wayward energies into good solid rock and metal, taming its powers for his own use. Since that time, those known as Runesmiths have learned the art of striking magic runes. All Dwarf language is written in runes, inscriptions specifically designed to be carved in stone or metal, but magic runes, as struck by a Runesmith, are far more potent. They hold the Winds of Magic to an item the way a nail affixes two pieces of timber together, creating items of incredible power.

RUNIC MAGIC

In other Warhammer armies, characters may carry magic items from the *Warhammer* rulebook. This is not the case with Dwarfs, who instead may select Ancestral Heirlooms or runic items. These are effectively magic items tailored to your own requirements by combining abilities. A Dwarf character can carry runic items, and the total points values of those runic items is limited as mentioned in the army list.

It is important to remember that an Ancestral Heirloom or runic item is no different from a magic item, and all the usual rules for magic items still apply. For example, a creature with the Ethereal special rule cannot be hurt by attacks that are not classified as magical – in which case a runic weapon will also be able to affect it. All the rules that apply to the possession and use of magic items also apply to runic items.

CREATING A RUNIC ITEM

Unless otherwise noted, runes can be inscribed onto the following things: weapons, armour, standards, war machines and talismans. Each of these has its own types of runes.

The easiest way to create a runic item is to choose a character from your army – for example a Thane armed with an axe. You will be, in effect, upgrading him to have a magic axe. You can choose which runes you want from the weapon runes detailed in the following section. Each rune has a specific points value; the more powerful the rune, the higher the points cost. When adding runes, you must follow the Rules of the Runes (see right). Once you have chosen the runes you want, write down the Thane's name and each of the runes you have chosen along with his total points cost on your army roster. This way you can refer to it during the game.

Choosing runes

There are many types of rune, all of which bestow a special power or bonus. By combining runes together in different ways, you can create devices of great power. It is up to you to decide how to combine and use the runes.

RULES OF THE RUNES

You may inscribe up to three runes onto an item, which will henceforth be considered magical. Runic magic items are subject to the following restrictions:

- 1) No single item can have more than three runes. It is virtually impossible to forge items able to bear the strain of carrying so much power. Runesmiths call this the **Rule of Three**.
- 2) Weapon runes can only be inscribed on weapons (always hand weapons), armour runes can only be inscribed on gromril armour, banner runes can only be inscribed on standards, engineering runes can only be inscribed on war machines, and talismanic runes can only be inscribed on talismans (of which more later). This is called the **Rule of Form** by Runesmiths.
- 3) No more than one item may carry the same combination of runes. You could not have two runic weapons both engraved with a Rune of Speed and a Rune of Fire, for example, or more than one standard bearing two Runes of Battle. This restriction also applies to the use of single runes, so you could not have two characters in your army wearing armour engraved with only a single Rune of Iron, for example. Creating runic items takes a great deal of effort, and Runesmiths don't like repeating themselves. Nor do they copy other Runesmiths' work, except during their apprenticeship. This is known among Runesmiths as the **Rule of Pride**.
- 4) No master rune may be used more than once per army, and no more than one master rune can be inscribed on an item. Master runes are so powerful that they cannot be combined together on the same item or used together on the same battlefield. For this reason, Runesmiths describe these runes as **Jealous Runes**.
- 5) Apart from the master runes (which can only be used once) other runes can be combined as you wish, to produce varied or cumulative effects. For example, you might inscribe a weapon with a Master Rune of Swiftness (Always Strikes First special rule), the Rune of Striking (+1 Weapon skill) and the Rune of Fury (+1 Attack). With the exception of master runes, most runes can be used in multiples, although whether their effects are simply added together or combine into a new power will be stated within the rune's rules. To reflect this, the points costs for multiples of the same rune do not necessarily increase in a uniform manner. For example, a weapon engraved with one Rune of Cleaving costs 10 points, a weapon with two Runes of Cleaving costs 35 points, whereas a weapon engraved with three Runes of Cleaving costs 65 points.

WEAPON RUNES

Weapon runes are inscribed onto hammers or axes to turn them into runic weapons. If a model is permitted to take a runic weapon, he may choose weapon runes from the following list and apply them to his hand weapon.



Master Rune of Skalf Blackhammer 75 points

Runesmith Skalf forged many hammers of great might, and some maintain the hammer of Sigmar, Ghal Maraz itself, was his work.

A weapon engraved with the Master Rune of Skalf Blackhammer will wound any model not in magic armour on a To Wound roll of 2+, regardless of the target's Toughness. Against models in magic armour, a roll of 3+ is required.



Master Rune of Smiting 60 points

The secret of this rune was preserved in the Rundrokikron, an ancient tome kept in the treasure troves of Karak Kadrin.

A weapon engraved with the Master Rune of Smiting has the Multiple Wounds (D6) special rule.



Master Rune of Alaric the Mad 50 points

No one knows what happened to Alaric the Mad after he forged the famous Runefangs for the Elector Counts of the Empire, though some say he wrought rune weapons for the Khan Queens of Kislev.

Armour saves cannot be taken against Wounds caused by a weapon engraved with the Master Rune of Alaric the Mad.



Master Rune of Breaking

50 points

Runesmiths take particular delight in the sound of the inferior works of other races breaking like icicles beneath a hammerblow.

If a Dwarf with a weapon engraved with the Master Rune of Breaking scores one or more successful hits against a model with a magic weapon, the foe's magic weapon is destroyed on a D6 roll of 2+ (roll once, regardless of the number of successful hits). A foe with a destroyed magic weapon counts as being armed with a hand weapon. If the foe has more than one magic weapon (note that Paired weapons count as one), roll a D6 to randomly determine which one is destroyed.



Master Rune of Dragon Slaying

50 points

With this rune many great wyrm of the ages have been slain.

Against a Dragon or Chaos Dragon, a weapon engraved with the Master Rune of Dragon Slaying will always wound on a To Wound roll of 2+ and has the Multiple Wounds (2) special rule.



Master Rune of Flight

30 points

This rune has been used to surprise the Dwarfs' foes since the world was young.

A weapon engraved with the Master Rune of Flight can be thrown like a throwing weapon with a range of up to 12" which always hits on a roll of 2+. Roll To Wound as if the target had suffered a hit from the weapon in close combat. Any additional runes on the weapon will also take effect. After this, the weapon flies back to the wielder. A weapon with the Master Rune of Flight can also be used in close combat as normal.



Master Rune of Snorri Spangelhelm

25 points

Runesmith to the High King during the time of Kallon Vikramsson, such is the awesomeness of his work that it still brings tears to a Runesmith's eyes.

A weapon engraved with the Master Rune of Snorri Spangelhelm always hits on a To Hit roll of 2+.

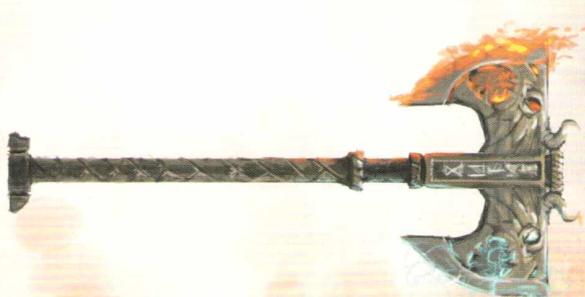


Master Rune of Swiftness

25 points

This rune was first struck by Thurgrom the Hermit, the last Runesmith to work in the High Elf cities of the Old World.

A weapon engraved with the Master Rune of Swiftness has the Always Strikes First special rule.





Rune of Daemon Slaying 25/50/125 points
A potent rune from the days of the Ancestor Gods.
 Against any model from Warhammer: Daemons of Chaos, a weapon engraved with a Rune of Daemon Slaying receives a +1 bonus To Hit and To Wound.

Against any model from Warhammer: Daemons of Chaos, a weapon engraved with two Runes of Daemon Slaying receives a +1 bonus To Hit and To Wound and gains the Multiple Wounds (D3) special rule.

Against any model from Warhammer: Daemons of Chaos, a weapon engraved with three Runes of Daemon Slaying hits and wounds on a roll of 2+, has the Multiple Wounds (D3) special rule and no ward saves can be taken against it.



Rune of Fire 10/50/125 points
This rune is struck while the metal is molten hot.
 A weapon engraved with a Rune of Fire has the Flaming Attacks special rule.

A weapon engraved with two Runes of Fire has the Flaming Attacks special rule, and grants its wielder a Strength 4 Breath Weapon with the Flaming Attacks special rule.

A weapon engraved with three Runes of Fire has the Flaming Attacks special rule, and grants its wielder a Strength 4 Breath Weapon that has the Flaming Attacks and Multiple Wounds (D3) special rules.



Rune of Fury 25/60/100 points
Bright and angry glow the Runes of Fury.
 A weapon engraved with a Rune of Fury grants its wielder +1 Attack.

A weapon engraved with two Runes of Fury grants its wielder +1 Attack and the Frenzy special rule.

A weapon engraved with three Runes of Fury grants its wielder +1 Attack and the Frenzy special rule and, after each successful roll To Hit, it grants its user another Attack; roll To Hit and To Wound as normal. Attacks generated in this way do not generate further Attacks.



Rune of Dismay 20/45/80 points
The uncanny glow of this rune is an awe-inspiring sight, apt to fill foes with dread.
 A weapon engraved with a Rune of Dismay grants its wielder the Fear special rule.

A weapon engraved with two Runes of Dismay grants its wielder the Terror special rule.

A weapon engraved with three Runes of Dismay grants its wielder the Terror special rule. In addition, any enemy units that are in base contact with the wielder suffer a -1 penalty to their Leadership.



Rune of Cleaving 10/35/65 points
This rune was first made for mining tools, to allow them to break through rock with ease.
 A weapon engraved with a Rune of Cleaving has the Armour Piercing special rule.

A weapon engraved with two Runes of Cleaving has the Armour Piercing special rule, and additionally grants its wielder +1 Strength.

A weapon engraved with three Runes of Cleaving has the Armour Piercing special rule, and additionally grants its wielder +1 Strength and the Killing Blow special rule.



Rune of Might 25/60 points
A Dwarf wielding a weapon bearing Runes of Might can fell a Giant in a flurry of axe blows.
 A weapon engraved with a Rune of Might doubles its wielder's Strength against foes of Toughness 5 or higher in close combat.

A weapon engraved with two Runes of Might maintains the previous effect, and grants the Multiple Wounds (D3) special rule against foes of Toughness 5 or higher in close combat. A third Rune of Might has no further effect.



Rune of Striking 10/35/60 points
A weapon with this rune moves to strike the foe's most vulnerable area with an uncanny precision.
 A weapon engraved with a Rune of Striking grants its wielder +1 Weapon Skill.

A weapon engraved with two Runes of Striking grants its wielder +1 Weapon Skill and allows its wielder to re-roll failed To Hit rolls in close combat.

A weapon engraved with three Runes of Striking grants its wielder Weapon Skill 10 and allows him to re-roll failed To Hit rolls in close combat.



Grudge Rune 25 points
If an enemy's misdeeds are great, a Dwarf can have this rune struck upon his weapon. Only when his foe is slain will the rune grow dim.
 For each Grudge Rune in your army, nominate one enemy character or monster at the beginning of the game. The wielder of a weapon engraved with a Grudge Rune gains +1 To Hit and can re-roll failed To Wound rolls in close combat when attacking the nominated model. Multiples of this rune have no further effect.



Rune of Parrying 25 points
A weapon with this rune moves to block incoming attacks, making its wielder extremely hard to hit.
 A weapon engraved with a Rune of Parrying causes all enemy models attempting to attack its wielder in close combat to suffer a -1 penalty on their To Hit rolls. Multiples of this rune have no further effect.



Rune of Speed 5 points
This rune enhances its bearer's awareness and quickness so that he moves more fluidly, taking faster opponents by surprise.
 A weapon engraved with a Rune of Speed grants its wielder +1 Initiative. Each Rune of Speed adds +1 Initiative.

ARMOUR RUNES

The runic armour of the Dwarfs is rightfully famed throughout the world. If a model is permitted to take runic armour, he may choose armour runes from the following list and apply them to his gromril armour.



Master Rune of Adamant

100 points

This rune makes its wearer harder than granite and more impervious to damage than steel.

A model wearing armour engraved with the Master Rune of Adamant has Toughness 10. This rune cannot be combined with any other armour runes.



Master Rune of Gromril

30 points

The favoured metal of any Runesmith is gromril, and in its purest form, it holds runes better than any substance in the world.

Armour engraved with the Master Rune of Gromril grants its wearer a 1+ armour save that cannot be improved upon in any way.



Rune of Fortitude

35/50/75 points

It is rumoured that armour bearing this rune eventually becomes sentient, although this is usually denied by Runesmiths.

Armour engraved with a Rune of Fortitude grants its wearer +1 Toughness.

Armour engraved with two Runes of Fortitude grants its wearer +1 Toughness and a 5+ ward save.

Armour engraved with three Runes of Fortitude grants its wearer +1 Toughness and a 5+ ward save and, if the wearer suffers an unsaved Wound from an attack that has Multiple Wounds special rule, roll a D6. On a roll of 2+, he only suffers 1 Wound, regardless of how many Wounds would normally be caused; on a roll of 1, he suffers the full number of Wounds.

The plate-clad Northman swung his cruelly spiked mace with incredible speed. Brogar braced himself, feeling a teeth-rattling jolt of impact as the strike bounced off his armour. He instinctively closed his eyes, yet still registered the flash as the runes on his mail flared brightly. Brogar silently thanked the Ancestor Gods for their protection. He knew his gromril suit had absorbed the blow just as he knew, without needing to check, that the ancient armour of his forefathers would not even be dented.

'By Grungni's Sacred Hammer, is that all you've got?' Brogar grunted, as he hefted his axe overhead and brought it down with all his might. The Northman was too quick and shifted his towering shield to catch the blow. It was done with the deft ease of someone who had performed such a manoeuvre untold times in hundreds of battles. Brogar felt a surge of pride, for no shield would stop his runic axe, the heirloom Drent Baraz – 'the Promise of Death'. Brogar felt shivers run down his arms as his axeblow clove through his foe's shield, split his breastplate, and bit deep into flesh and bone. With a metallic shriek, Brogar tugged Drent Baraz free from the bloody ruin, letting the corpse crumple to the ground. As the runes on his axe blazed in incandescent fury, Brogar barked out his challenge: 'Alright, who's next?'



Rune of Iron

20/45/70 points

Runesmiths have learned to incorporate this potent rune of protection in multiples, increasing its powers like folded steel.

Armour engraved with a Rune of Iron grants its wearer +1 Wound.

Armour engraved with two Runes of Iron grants its wearer +1 Wound and +1 Toughness.

Armour engraved with three Runes of Iron grants its wearer +1 Wound, +1 Toughness and the Regeneration (5+) special rule.



Rune of Shielding

25 points

This rune was first struck during the War of Vengeance, when entire regiments of Dwarfs would march to battle bearing shields struck with it.

Armour engraved with a Rune of Shielding grants its wearer a 2+ ward save against Wounds caused by shooting attacks and all magic missiles. Multiples of this rune have no further effect.



Rune of Preservation

25 points

When Prince Valkan Firehand was decapitated by a Wight Blade at the Battle of Hunger Wood, a Runesmith created this rune to offer greater protection from such evils in the future.

Armour engraved with a Rune of Preservation grants the wearer a 2+ ward save against the effects of the Killing Blow and Heroic Killing Blow special rules. Multiples of this rune have no further effect.



Rune of Impact

10 points

First designed to enhance drilling apparatus, when struck onto armour, this rune adds thunderous momentum to a Dwarf's charge.

Armour engraved with a Rune of Impact grants its wearer the Impact Hits (1) special rule. Multiples of this rune have no further effect.



Rune of Stone

5 points

Dwarf tradition tells that their race was created from the Father of Mountains – the first rock of the world. So, the Rune of Stone is the first magic rune taught to apprentice Runesmiths.

Armour engraved with a Rune of Stone adds +1 to its wearer's armour save. Multiples of this rune have no further effect. The Rune of Stone is an exception to the Rule of Pride, meaning several characters can wear gromril armour engraved with a single Rune of Stone.

BANNER RUNES

These runes can be inscribed on standards and can offer the entire unit protection or special abilities. If a model is permitted to take a runic standard, he may choose banner runes from the following list.

 **Master Rune of Groth One-Eye 75 points**
Groth One-Eye first struck this rune in the time of Kurgan Ironbeard, when the greenskins were driven from the Badlands and the Dwarfs prospered.
 A standard bearing the Master Rune of Groth One-Eye confers the Stubborn special rule to the bearer's unit and all friendly Dwarf units within 12" of the bearer.

 **Master Rune of Stromni Redbeard 75 points**
Stromni Redbeard made this rune in the days of Bael, Lord of Karak Azul. It was carved onto the battle standard of Durgin, son of Grindo, son of Grinnir.
 A standard bearing the Master Rune of Stromni Redbeard confers a further +1 bonus to the bearer's unit's combat result score, and the combat result score of all other friendly Dwarf units within 12" of the bearer.

 **Master Rune of Valaya 65 points**
This ancient rune was invented by Valaya herself, the Ancestor Goddess of the Dwarfs and founder of Karaz-a-Karak.
 A standard bearing the Master Rune of Valaya confers a +2 bonus upon all attempts to dispel magic by the owning player. Additionally, all Remains in Play spells are immediately dispelled on a D6 roll of 3+ at the start of each friendly Magic phase (roll separately for each Remains in Play spell).

 **Master Rune of Grungni 60 points**
This rune stirs up the Winds of Magic, using their swirling arcane force to protect its bearer and shield nearby Dwarfs against enemy missile fire.
 Battle Standard Bearer only. A standard bearing the Master Rune of Grungni confers a 4+ ward save to its bearer. Additionally, it confers a 5+ ward save against Wounds caused by shooting attacks and all magic missiles to any friendly units within 6" of the bearer.

 **Rune of Battle 35/70/125 points**
During the Golden Age, even the lesser strongholds and fortified mines each had a banner with this rune struck on it.
 A standard bearing a Rune of Battle confers a further +1 bonus to the bearer's unit's combat result score.

A standard bearing two Runes of Battle confers a further +2 bonus to the bearer's unit's combat result score.

A standard bearing three Runes of Battle confers a further +2 bonus to the bearer's unit's combat result score, and additionally confers the Fight in Extra Ranks special rule to the bearer's unit.



 **Rune of Slowness 35/50/80 points**
This rune creates a physical barrier by drawing upon the intractable nature of the Dwarfs surrounding it.

Any foes charging a unit including a standard bearing a Rune of Slowness subtract D6" from their charge distance (roll after their charge distance has been determined). If the enemy fails to make contact, all the rules for failed charges apply.

A second Rune of Slowness means a foe rolls 2D6 and must choose the highest dice when subtracting from his charge distance.

A third Rune of Slowness maintains the previous effects and, should a foe contact the bearing unit, they have the Always Strikes Last special rule in the first round of combat.

 **Rune of Sanctuary 15/30/45 points**
This rune magnifies the natural anti-magic aura that already resides inside each Dwarf.

A standard bearing a Rune of Sanctuary confers the Magic Resistance (1) special rule to the bearer's unit.

A standard bearing two Runes of Sanctuary confers the Magic Resistance (2) special rule to the bearer's unit.

A standard bearing three Runes of Sanctuary confers the Magic Resistance (3) special rule to the bearer's unit.

 **Rune of Stoicism 35 points**
This rune reminds every Dwarf that, though their numbers are diminished, each one of them carries the legacy of his ancestors, and thus is never alone.
 A standard bearing the Rune of Stoicism confers the Stubborn special rule to the bearer's unit.

 **Strollaz' Rune 35 points**
This rune boosts the already tireless nature of the Dwarfs, allowing troops bearing it to march for days and nights on end. Many times Dwarfs have used this relentless ability to force march into position far more quickly than any foe deemed possible.
 A standard bearing Strollaz' Rune confers the Vanguard deployment special rule to the bearer's unit.

 **Rune of Courage 20 points**
A banner with this rune resonates with loyalty, bolstering the resolve of the Dwarfs who bear it.
 A standard bearing the Rune of Courage confers the Immune to Psychology special rule to the bearer's unit.

 **Ancestor Rune 20 points**
In adversity, Dwarfs look to the runes of the Ancestors and remember the duty that is now their own to bear.

One use only. Multiples of this rune have no further effect. A standard bearing this rune allows the bearer's unit to take a Break test on a single D6. Once used, the rune is expended.

TALISMANIC RUNES

Talismanic runes can be inscribed upon amulets, belts, crowns, helms and other ornamental pieces, although they are most often found on rings. Every character is assumed to have the relevant item in his possession.



Master Rune of Balance

50 points

Forged in the embers of a captured book of spells, this rune hungers after the Winds of Magic.

Runesmiths/Runelords only. During the enemy's Magic phase, this rune allows the owning player to roll a D6; on a roll of 4+, he can remove one power dice from his opponent's pool and add it to his own dispel pool.



Master Rune of Spite

25 points

Created to help guard stronghold gates, this rune has since been used on many other devices.

Every time a model with the Master Rune of Spite suffers an unsaved Wound in close combat, the model that inflicted it suffers a Strength 5 hit.



Master Rune of Passage

10 points

This rune causes rocks, vegetation, snow and mud to become easily passable.

A model with the Master Rune of Passage, and any unit he joins, automatically pass any Dangerous Terrain tests.



Rune of Warding

15/35/45 points

Striking three Runes of Warding correctly is a difficult task, even for experienced Runesmiths.

A model with a Rune of Warding has a 6+ ward save.

A model with two Runes of Warding has a 5+ ward save.

A model with three Runes of Warding has a 4+ ward save.



Rune of Spellbreaking

25/45 points

It is said that Grungni and Valaya worked together to form this potent rune.

Runesmiths/Runelords only. One use only. When a spell has been cast, a Runesmith or Runelord can use this rune to dispel it automatically, without the need to roll dispel dice. This rune cannot stop a spell cast with irresistible force, and cannot be used to dispel Remains in Play spells other than at the moment they are cast.

A second Rune of Spellbreaking maintains the previous effect and, after the spell is dispelled, roll a D6; on a 4+, the enemy spell is lost to the Wizard casting it and cannot be cast by him for the rest of the game. A third Rune of Spellbreaking has no further effect.



Rune of Luck

15 points

The Runesmith who first struck this rune acquired a fortune in gold through his gambling.

One use only. A model with a Rune of Luck can re-roll a single To Hit roll, To Wound roll, armour save, ward save or characteristic test during the game. Multiples of this rune have no further effect.

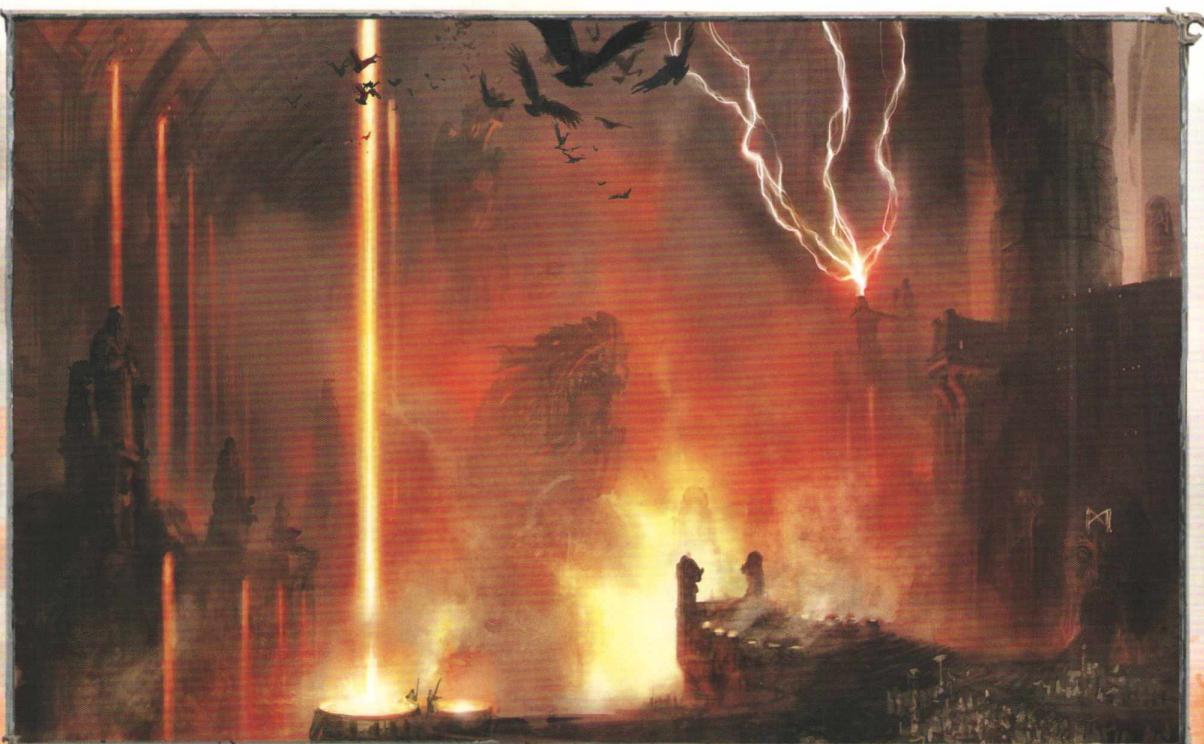


Rune of the Furnace

5 points

First designed to aid Dwarfs working hot forges, this rune has been adapted for use in battle.

A model with the Rune of the Furnace has a 2+ ward save against all Wounds with the Flaming Attacks special rule.



ENGINEERING RUNES

Dwarf war machines can be inscribed with engineering runes. Note that a shot from a war machine with an engineering rune is a magical attack.



Master Rune of Immolation 30 points

Devised to keep their prized war machines from falling into enemy hands, it is only invoked in desperate circumstances.

One use only. A Dwarf player can cause a war machine engraved with the Master Rune of Immolation to explode at the end of any round of combat before determining the combat results. Both the war machine and all its remaining crew are instantly removed from play, and each enemy unit in combat with the war machine suffers 2D6 magical Strength 4 hits with the Flaming Attacks special rule, allocated as for shooting. Any surviving enemy units who charged that turn may make an overrun move as normal. This rune will also be triggered automatically when the war machine loses its last Wound in close combat.



Master Rune of Disguise 25 points

This rune magically distorts the immediate area around the war machine, rendering it almost invisible from any distance.

A war machine engraved with the Master Rune of Disguise always counts as being in hard cover.



Rune of Penetrating 40/50 points

These runes infuse their war machines with extra piercing ability.

A war machine engraved with a Rune of Penetration increases the Strength of its shots by 1, to a maximum of 10.

A war machine engraved with two Runes of Penetration increases the Strength of its shots by 1, to a maximum of 10, and allows the user to re-roll a single failed To Wound roll during the course of the battle. A third Rune of Penetration has no further effect.

Note that in the case of a Grudge Thrower, this bonus increases the Strength of both Strength values in its profile.



Stalwart Rune 15/30 points

A war machine with this rune makes its crew unbearably proud – they will fight with great boldness to defend their beloved engine of war.

A war machine engraved with a Stalwart Rune confers a +1 bonus to its crew's combat result score.

A war machine engraved with two Stalwart Runes confers a +1 bonus to its crew's combat result score, and its crew also gain the Unbreakable special rule. A third Stalwart Rune has no further effect.



Rune of Accuracy 25 points

The Winds of Magic aid missiles when fired from a war machine bearing a Rune of Accuracy.

A war machine with engraved with a Rune of Accuracy has a +1 bonus To Hit. If it does not use Ballistic Skill To Hit, it can instead re-roll the scatter dice. If the scatter dice is re-rolled, you must accept the result of the second roll. Multiples of this rune have no further effect.



Rune of Forging 25 points

This rune ensures the war machine is free from imperfections and therefore deadly accurate.

A war machine engraved with a Rune of Forging can re-roll the artillery dice whenever a misfire result is rolled; however, you must accept the result of the second roll. Multiples of this rune have no further effect.



Flakkson's Rune of Seeking 15 points

This rune was first invented to shoot down Dragon riders during the War of Vengeance.

Bolt Throwers only. A war machine engraved with Flakkson's Rune of Seeking gains +1 To Hit against any units with the Fly special rule. Multiples of this rune have no further effect.



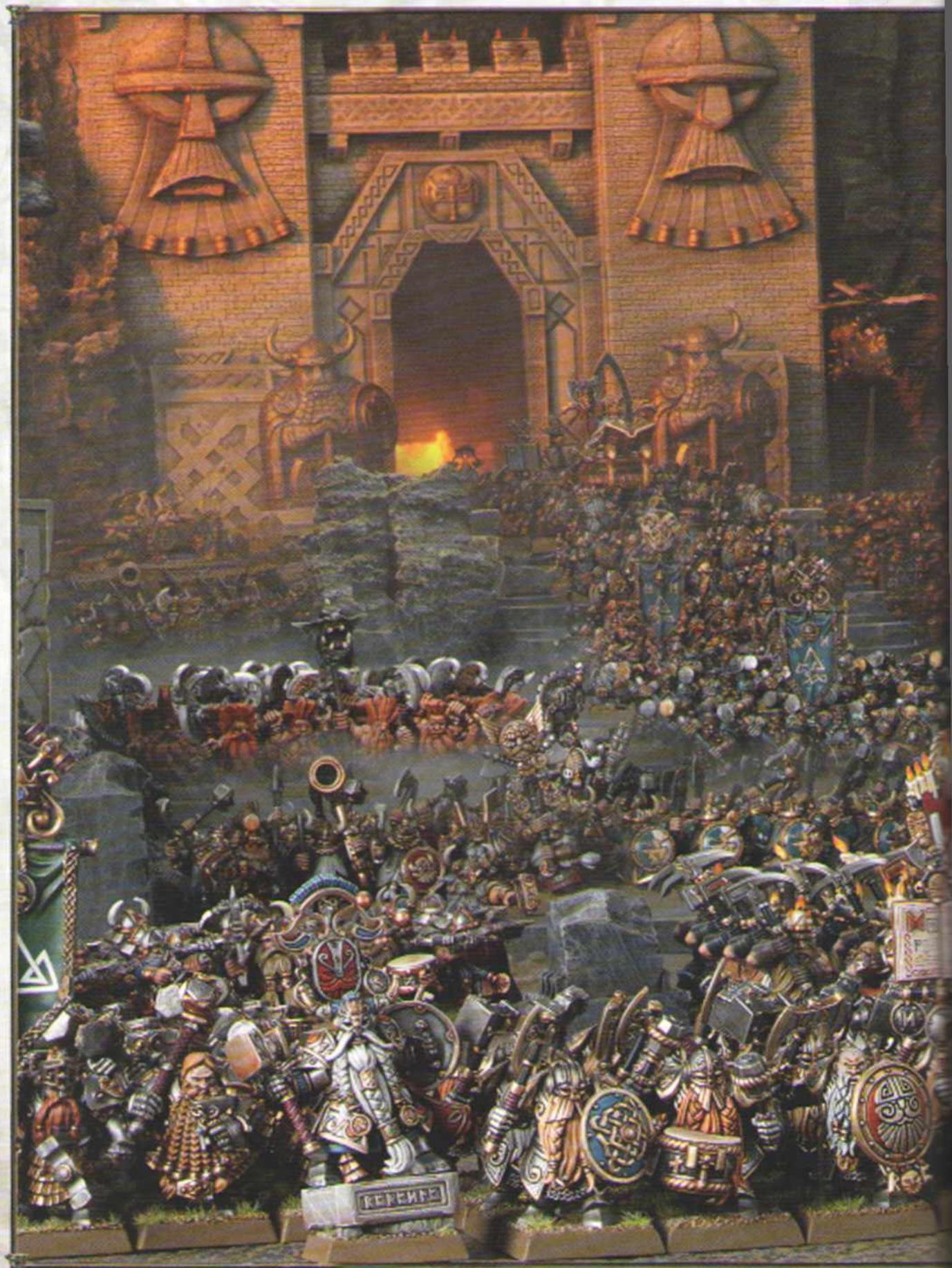
Rune of Burning 5 points

Shot fired by a war machine with this rune will burst into flames when it strikes its target.

All shooting attacks from a war machine engraved with a Rune of Burning have the Flaming Attacks special rule. Multiples of this rune have no further effect.

VENERATION OF CRAFT

All Dwarfs have great pride in their craft, stoically taking immense pleasure in well-constructed things that are built to last. By contrast, the Dwarf word for 'shoddiness' can also translate as man-made – a damning criticism of the short-sighted human propensity to craft ephemeral items. To Dwarfs, the preservation and continuing use of a device is a form of respect and veneration for its creator. Thus, marvelling at the awe-inspiring craft that carved the magnificent pillars within a Dwarfhold can be likened to a form of worship. After all, by doing so, they are paying tribute to the Ancestor Gods who first gave rise to the race of Dwarfs. Works from the days when Grungni, Grimnir, Valaya and the lesser pantheon walked amongst their people are treasured beyond all other riches, but precious few remain, and more rare still are those items directly associated with the Ancestor Gods themselves. Dwarfs will travel thousands of miles to visit a destination where such things reside – such as the Shrine of Grimnir at Karak Kadrin, or the Stone of Grungni standing along the Silver Road. Dwarfs, Runesmiths in particular, still seek to locate the missing items of their legends, such as the famous Hammer of Grungni, or the rune-covered Dolmens of the Gods – the fabled portals from which the Ancestor Gods first stepped from out of the living mountains and, it is said, from which they will one day return.

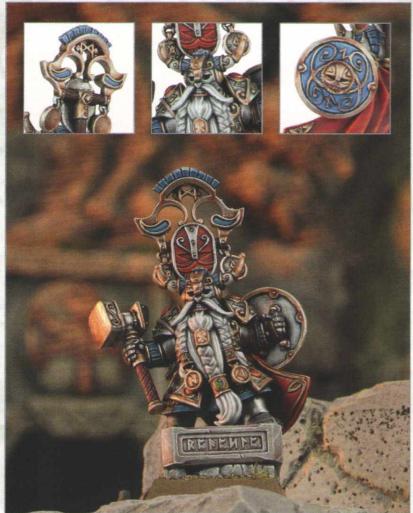




THE GLORY OF THE KARAZ ANKOR

Whether marching out to war or assembling to defend their holds, a Dwarf throng is a spectacular sight. Since the dawn of time, enemies have quailed when confronted by rank after rank of grim Dwarf warriors, each bearing intricately wrought weapons and the finest armour. Whether behind shieldwalls or aiming their deadly engines of war, they burn with a furious desire for vengeance.

This section presents a showcase of some of the fantastic Citadel miniatures available to the Dwarfs. It is a steadfast and glorious guide, full of inspiration for those beginning, or adding to, their own Dwarf collection.



King Belegar Ironhammer



Lord on Oath Stone

Thane carrying battle standard



Lords and Thanes lead the Dwarf throng into battle.



Lord and Shieldbearers



Josef Bugman



High King Thorgrim Grudgebearer is borne to war upon the Throne of Power.



Hammerers are elite fighters and often form a king's bodyguard.





Runelord



Runelords are the most skilled makers of magic items in the world.



Runesmith



Thorek Ironbrow with his Anvil of Doom, including Kraggi, his assistant at the forge.



Grimm Burloksson



Master Engineers



Master Engineer with a brace of Dwarf pistols



Dwarf Warriors





A regiment of *Thunderers*



Karaz-a-Karak



Karak Azul



Bronzebeards Clan



Karak Kadrin





Dragon Slayer



Ungrim Ironfist, the
Slayer King of Karak
Kadrin



In search of a worthy doom, Slayers seek to hew down the mightiest opposition they can find.





Ironbeard with a brace of drakefire pistols



Ironbreaker



Ironbeard



Dwarfs within the same unit sometimes bear different coloured shields.



Some regiments display their clan or hold colours upon armour and shield, such as these Ironbreakers out of Karak Izor.



A unit of Irondrakes can unleash a formidable volley of fire from their deadly drakeguns.



Brimstone gun



Gyrocopter pilot



The Gyrocopter is a mechanical marvel of the Engineers Guild



Miners



Cannons are amongst the most powerful of all war machines, and a mainstay of many Dwarf throngs.

Master Engineer with
Dwarf handgun





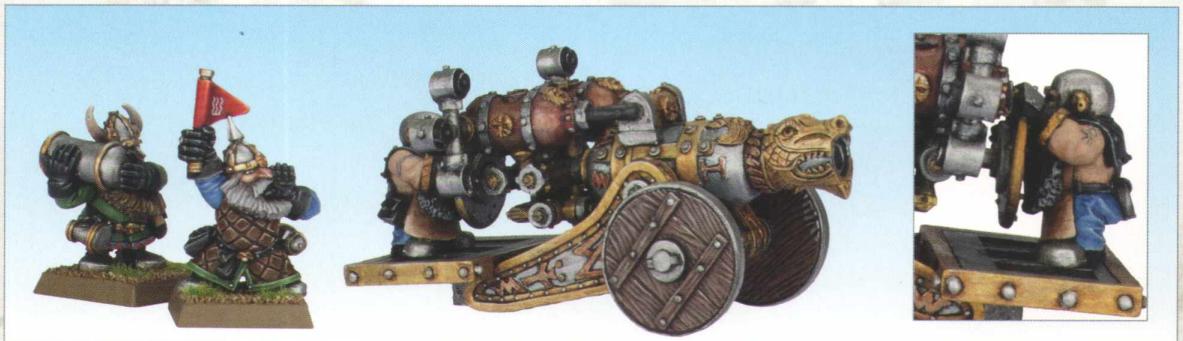
Grudge Thrower



The Organ Gun can fire a salvo of deadly shots with its multiple barrels.



Bolt Thrower



The Flame Cannon is one of the most highly feared of all war machines.

THE THRONG OF ZHUFBAR







Armed with grudgebuster bombs and a clattergun, the Gyrobomber can inflict heavy casualties upon the enemy.





Longbeards are noted for their battle prowess and the prodigious length of their whiskers.





Green is Clan Helhein's colour and they still bear the symbols of the Dragonback Clans.



Here are seen hard-fighting (and hard-drinking) Dwarfs of the Yinlinsson Clan.



Karak Izor



Drakebeards Clan



Stonebreakers Clan



Clan Gunnisson



This regiment is unified by the clan colour found on each warrior's shield.



Warriors from Karak Norn typically bear the quartered red and white colour scheme upon shield and banner.







DWARFS ARMY LIST

*Sound the horn, call forth the throng.
Let axe and hammer blows do your
speaking, for now is the time for
vengeance!*

*This section of the book helps you to
forge your collection of Dwarf Citadel
miniatures into a mighty throng ready
for a tabletop battle. At the back
of this section you will also find a
summary page, which lists every unit's
characteristics profile for quick and
easy reference during your games.*



USING THE ARMY LIST

The army list is used alongside the 'Choosing Your Army' section of the *Warhammer* rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points costs.

UNIT CATEGORIES

As described in the *Warhammer* rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core, Special and Rare units.

ARMY LIST ENTRIES

Each army list entry contains all the information you need to choose and field that unit at a glance, using the following format:

① DWARF WARRIOR(S)										④ 8 points per model
Dwarf Warrior Veteran										Troop Type
M WS BS S T W I A Ld										③ Infantry
② 3 4 3 3 4 1 2 1 9										③ Infantry
⑤ Unit Size: 10+ ⑦ Special Rules:										⑧ Options:
⑥ Equipment:										• Ancestral Grudge • Relentless • Resolute • Shieldwall
• Hand weapon • Heavy armour										• May upgrade one Dwarf Warrior to a Veteran 10 points • May upgrade one Dwarf Warrior to a standard bearer 10 points • May upgrade one Dwarf Warrior to a musician 10 points • The entire unit may take shields 1 point per model • The entire unit may take great weapons 2 points per model

① **Name.** The name by which the unit or character is identified.

② **Profiles.** The characteristic profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required, these are also given, even if they are optional (such as unit champions, for example).

③ **Troop Type.** Each entry specifies the unit type of its models (e.g. 'infantry', 'war machine' and so on).

④ **Points value.** Every miniature in the *Warhammer* range costs an amount of points that reflects how effective it is on the battlefield.

⑤ **Unit Size.** This specifies the minimum size for each unit, which is the smallest number of models needed to form that unit. In some cases units also have a maximum size.

⑥ **Equipment.** This is a list of the standard weapons and armour for that unit. The cost of these items is included in the basic points value.

⑦ **Special Rules.** Many troops have special rules that are fully described earlier in this book or in the *Warhammer* rulebook. The names of these rules are listed here as a reminder.

⑧ **Options.** A list of optional weapons and armour, mounts, magic items and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magic standard or take magic items at a further points cost.



The Dwarf Warrior on the left is equipped with a hand weapon and shield. As you can see from the profile above, he will cost 9 points to include in your army. A unit of 10 Dwarf Warriors equipped like this will therefore cost 90 points.



The Dwarf Warrior on the right is a Veteran. To upgrade a Dwarf Warrior unit to include this champion will cost you an additional 10 points.

LORDS

THORGRIM GRUDGEBEARER

650 points

Thorgrim Grudgebearer
Thronebearers

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

Troop Type

Infantry (Special Character)

Magic Items:

- The Axe of Grimmir
- The Armour of Skaldour
- The Dragon Crown of Karaz
- The Great Book of Grudges

Special Rules:

- Ancestral Grudge
- High King
- Relentless
- Resolute
- The Throne of Power

THOREK IRONBROW

435 points

Thorek Ironbrow
Anvil Guards

M	WS	BS	S	T	W	I	A	Ld
3	6	4	4	5	5	3	2	10
3	5	3	4	-	-	2	2	-

Troop Type

War Machine (Special Character)

Magic Items:

- Klad Brakak
- Thorek's Rune Armour

Special Rules:

- Ancestral Grudge
- Ancestral Shield
- Armour Piercing
- Kraggi, Assistant at the Forge
- Locus of Power
- Magic Resistance (3)
- Master of Ancient Lore
- Rune Lore
- Strike the Runes
- Unbreakable

UNGRIM IRONFIST

350 points

Ungrim Ironfist

M	WS	BS	S	T	W	I	A	Ld
3	9	4	4	6	3	5	4	10

Troop Type

Infantry (Special Character)

Equipment:

- Gromril armour

Magic Items:

- The Axe of Dargo
- The Slayer Crown
- Dragon Cloak of Fyrskar

Special Rules:

- Ancestral Grudge
- Daemon Slayer
- Deathblow
- Dragon Slayer
- Relentless
- Resolute
- Slayer
- Slayer King
- Unbreakable

BELEGAR IRONHAMMER

305 points

Belegar Ironhammer

M	WS	BS	S	T	W	I	A	Ld
3	8	4	4	5	3	4	4	10

Troop Type

Infantry (Special Character)

Equipment:

- Gromril armour
- Oath Stone

Magic Items:

- The Hammer of Angrund
- Shield of Defiance

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Revenge Incarnate
- Stubborn

LORDS

LORD

Lord

M	WS	BS	S	T	W	I	A	Ld	Troop Type	145 points
3	7	4	4	5	3	4	4	10	Infantry (Character)	

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May be armed with one of the following:
 - Great weapon 6 points
 - Dwarf crossbow 12 points
 - Dwarf handgun 12 points
- May take a Dwarf pistol 6 points
- May take a shield 3 points
- May be mounted on one of the following:
 - Oath Stone 25 points
 - Shieldbearers 40 points
- May take a combination of Ancestral Heirlooms and runic weapons, armour and talismans up to a total of 125 points



RUNELORD

Runelord

M	WS	BS	S	T	W	I	A	Ld	Troop Type	120 points
3	6	4	4	5	3	3	2	9	Infantry (Character)	

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Armour Piercing
- Forgefibre
- Magic Resistance (2)
- Relentless
- Resolute
- Rune Lore
- Shieldwall

Options:

- May take a great weapon 6 points
- May take a shield 3 points
- May be mounted on an Anvil of Doom 170 points
- May take a combination of Ancestral Heirlooms and runic weapons, armour and talismans up to a total of 150 points



DAEMON SLAYER

Daemon Slayer

M	WS	BS	S	T	W	I	A	Ld	Troop Type	140 points
3	7	3	4	5	3	5	4	10	Infantry (Character)	

Equipment:

- Array of axes

Special Rules:

- Ancestral Grudge
- Daemon Slayer
- Dragon Slayer
- Deathblow
- Relentless
- Resolute
- Slayer
- Slayer Axes
- Slayer Cult
- Unbreakable

Options:

- May take a runic weapon worth up to 100 points

HEROES

JOSEF BUGMAN

Josef Bugman

165 points

M	WS	BS	S	T	W	I	A	Ld
3	6	5	5	5	2	4	4	10

Troop Type

Infantry (Special Character)

Equipment:

- Gromril armour
- Dwarf crossbow
- Shield

Magic Items:

- Ol' Trustworthy
- Bugman's Tankard

Special Rules:

- Ancestral Grudge
- Bugman's Rangers
- Liquid Fortification
- Relentless
- Resolute
- Scouts
- Stout Courage

Options:

- You may upgrade one unit of Rangers in your army to be Bugman's Rangers. Bugman's Rangers have Weapon Skill 5, Ballistic Skill 4 and Strength 4 (see page 57) 3 points per model



GRIMM BURLOKSSON

Grimm Burloksson

165 points

M	WS	BS	S	T	W	I	A	Ld
3	4	5	6	4	2	2	2	9

Troop Type

Infantry (Special Character)

Equipment:

- Cog Axe
- Grudge-raker
- Gromril armour
- Brace of Dwarf pistols

Special Rules:

- Ancestral Grudge
- Entrenchment
- Master of Accuracy
- Relentless
- Resolute
- "Stand Back Sir!"



THANE

Thane

65 points

M	WS	BS	S	T	W	I	A	Ld
3	6	4	4	5	2	3	3	10

Troop Type

Infantry (Character)

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May be armed with one of the following:
 - Great weapon 6 points
 - Dwarf crossbow 12 points
 - Dwarf handgun 12 points
- May take a Dwarf pistol 6 points
- May take a shield 3 points
- May be mounted on an Oath Stone 25 points
- May take a combination of Ancestral Heirlooms and runic weapons, armour and talismans up to a total of 75 points

BATTLE STANDARD BEARER

One Thane in your army may carry the battle standard for +25 points.

The Battle Standard Bearer can have a runic standard (no points limit). A model that carries a runic standard can have no other runic items or Ancestral Heirlooms.

HEROES

RUNESMITH

Runesmith

M WS BS S T W I A Ld
3 5 4 4 4 2 2 2 9

Troop Type
Infantry (Character)

60 points

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Armour Piercing
- Forgefire
- Magic Resistance (1)
- Relentless
- Resolute
- Rune Lore
- Shieldwall

Options:

- May take a great weapon 6 points
- May take a shield 3 points
- May take a combination of Ancestral Heirlooms and runic weapons, armour and talismans up to a total of 75 points

MASTER ENGINEER

Master Engineer

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

Troop Type
Infantry (Character)

70 points

Equipment:

- Hand weapon
- Gromril armour

Special Rules:

- Ancestral Grudge
- Artillery Master
- Entrenchment
- Relentless
- Resolute
- "Stand Back Sir!"

Options:

- May be armed with one of the following:
 - Dwarf pistol 6 points
 - Brace of Dwarf pistols 10 points
- May take a great weapon 6 points
- May take a Dwarf handgun 12 points
- May take runic weapons, armour and talismans up to a total of 50 points

DRAGON SLAYER

Dragon Slayer

M WS BS S T W I A Ld
3 6 3 4 5 2 4 3 10

Troop Type
Infantry (Character)

70 points

Equipment:

- Array of axes

Special Rules:

- Ancestral Grudge
- Deathblow
- Dragon Slayer
- Relentless
- Resolute
- Slayer
- Slayer Axes
- Slayer Cult
- Unbreakable

Options:

- May take a runic weapon worth up to 75 points



CORE UNITS

DWARF WARRIORS

Dwarf Warrior
Veteran

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

Troop Type
Infantry
Infantry

8 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May upgrade one Dwarf Warrior to a Veteran 10 points
- May upgrade one Dwarf Warrior to a musician 10 points
- May upgrade one Dwarf Warrior to a standard bearer 10 points
- The entire unit may take shields 1 point per model
- The entire unit may take great weapons 2 points per model

QUARRELLERS

Quarreller
Veteran

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

Troop Type
Infantry
Infantry

12 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Dwarf crossbow
- Heavy armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May upgrade one Quarreller to a Veteran 10 points
- May upgrade one Quarreller to a musician 10 points
- May upgrade one Quarreller to a standard bearer 10 points
- The entire unit may take shields 1 point per model
- The entire unit may take great weapons 2 points per model

THUNDERERS

Thunderer
Veteran

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

Troop Type
Infantry
Infantry

12 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Dwarf handgun
- Heavy armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall

Options:

- May upgrade one Thunderer to a Veteran 10 points
– Veteran may replace his Dwarf handgun with a brace of Dwarf pistols. free
- May upgrade one Thunderer to a musician 10 points
- May upgrade one Thunderer to a standard bearer 10 points
- The entire unit may take shields 1 point per model

LONGBEARDS

Longbeard
Old Guard

M	WS	BS	S	T	W	I	A	Ld
3	5	3	4	4	1	2	1	9
3	5	3	4	4	1	2	2	9

Troop Type
Infantry
Infantry

12 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Ancestral Grudge
- Immune to Psychology
- Old Grumblers
- Relentless
- Resolute
- Shieldwall

Options:

- May upgrade one Longbeard to an Old Guard 10 points
- May upgrade one Longbeard to a musician 10 points
- May upgrade one Longbeard to a standard bearer 10 points
– May take a runic standard worth up to 50 points
- The entire unit may take shields 1 point per model
- The entire unit may take great weapons 2 points per model

SPECIAL UNITS

HAMMERERS

Hammerer
Keeper of the Gate

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Hammerer	3	5	3	4	4	1	2	2	9	Infantry
Keeper of the Gate	3	5	3	4	4	1	2	3	9	Infantry

14 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Great weapon
- Heavy armour

Special Rules:

- Ancestral Grudge
- Kingsguard
- Relentless
- Resolute
- Shieldwall
- Stubborn

Options:

- May upgrade one Hammerer to a Keeper of the Gate 10 points
– Keeper of the Gate may take a runic weapon worth up to 25 points
- May upgrade one Hammerer to a musician 10 points
- May upgrade one Hammerer to a standard bearer 10 points
– May take a runic standard worth up to 75 points
- The entire unit may take shields 1 point per model

IRONBREAKERS

Ironbreaker
Ironbeard

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ironbreaker	3	5	3	4	4	1	2	1	10	Infantry
Ironbeard	3	5	3	4	4	1	2	2	10	Infantry

14 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Shield
- Gromril armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Shieldwall of Gromril

Options:

- May upgrade one Ironbreaker to an Ironbeard 10 points
– Ironbeard may replace shield with a brace of drakefire pistols free
– Ironbeard may take cinderblast bombs 15 points
- May upgrade one Ironbreaker to a musician 10 points
- May upgrade one Ironbreaker to a standard bearer 10 points
– May take a runic standard worth up to 50 points

MINERS

Miner
Prospector

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Miner	3	4	3	3	4	1	2	1	9	Infantry
Prospector	3	4	3	3	4	1	2	2	9	Infantry

10 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Great weapon
- Heavy armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Underground Advance

Options:

- May upgrade one Miner to a Prospector 10 points
– Prospector may replace his great weapon with a steam drill 25 points
- May upgrade one Miner to a musician 10 points
- May upgrade one Miner to a standard bearer 10 points
- The entire unit may take blasting charges 2 points per model

SLAYERS

Slayer
Giant Slayer

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Slayer	3	4	3	3	4	1	2	1	10	Infantry
Giant Slayer	3	5	3	4	4	1	3	2	10	Infantry

12 points per model

Unit Size: 5+

Equipment:

- Array of axes

Special Rules:

- Ancestral Grudge
- Deathblow
- Relentless
- Resolute
- Slayer
- Slayer Axes
- Slayer Cult
- Unbreakable

Options:

- May upgrade any number of Slayers to Giant Slayers 12 points per model
– Giant Slayers may take a runic weapon worth up to 25 points
- May upgrade one Slayer to a musician 10 points
- May upgrade one Slayer to a standard bearer 10 points
– May take a runic standard worth up to 50 points

SPECIAL UNITS

CANNON

Cannon
Dwarf Crew

M	WS	BS	S	T	W	I	A	Ld	Troop Type
-	-	-	-	7	3	-	-	-	War Machine (Cannon)
3	4	3	3	4	1	2	1	9	

120 points

Unit Size: 1

Crew:
3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules:

- Ancestral Grudge
- Stubborn

Options:

- May take engineering runes worth up to .100 points

GYROCOPTER

Gyrocopter

M	WS	BS	S	T	W	I	A	Ld	Troop Type
1	4	3	4	5	3	2	2	9	Unique

80 points

Unit Size: 1

Equipment:
• Hand weapon
• Steam gun

Special Rules:

- Ancestral Grudge
- Armoured Copter
- Dive Bomb
- Fly
- Relentless

Options:

- May exchange steam gun for a brimstone gun free
- Up to half the Gyrocopters in your army (rounding up) may be upgraded to have the Vanguard deployment special rule 20 points per model

A Dwarf army may include up to 6 Gyrocopters and up to 12 in a grand army.

BOLT THROWER

Bolt Thrower
Dwarf Crew

M	WS	BS	S	T	W	I	A	Ld	Troop Type
-	-	-	-	7	3	-	-	-	War Machine (Bolt Thrower)
3	4	3	3	4	1	2	1	9	

55 points

Unit Size: 1

Crew:
3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules:

- Ancestral Grudge
- Stubborn

Options:

- May take engineering runes worth up to .100 points

GRUDGE THROWER

Grudge Thrower
Dwarf Crew

M	WS	BS	S	T	W	I	A	Ld	Troop Type
-	-	-	-	7	3	-	-	-	War Machine (Stone Thrower)
3	4	3	3	4	1	2	1	9	

80 points

Unit Size: 1

Crew:
3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules:

- Ancestral Grudge
- Stubborn

Options:

- May take engineering runes worth up to .100 points

RARE UNITS

ORGAN GUN

Organ Gun
Dwarf Crew

M	WS	BS	S	T	W	I	A	Ld	Troop Type
-	-	-	-	7	3	-	-	-	War Machine
3	4	3	3	4	1	2	1	9	

120 points

Unit Size: 1

Crew:
3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules:

- Ancestral Grudge
- Organ Fire
- Stubborn

Options:

- May take engineering runes worth up to 50 points



FLAME CANNON

Flame Cannon
Dwarf Crew

M	WS	BS	S	T	W	I	A	Ld	Troop Type
-	-	-	-	7	3	-	-	-	War Machine (Fire Thrower)
3	4	3	3	4	1	2	1	9	

140 points

Unit Size: 1

Crew:
3 Dwarf Crew

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules:

- Ancestral Grudge
- Sheet of Fire
- Stubborn

Options:

- May take engineering runes worth up to 50 points



RANGERS

Ranger
Ol' Deadeye

M	WS	BS	S	T	W	I	A	Ld	Troop Type
3	4	3	3	4	1	2	1	9	Infantry
3	4	4	3	4	1	2	1	9	Infantry

14 points per model

Unit Size: 5+

Equipment:
• Hand weapon
• Great weapon
• Throwing axe
• Dwarf crossbow
• Heavy armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute
- Scouts

Options:

- May upgrade one Ranger to an Ol' Deadeye 10 points
- May upgrade one Ranger to a musician 10 points
- May upgrade one Ranger to a standard bearer 10 points
- The entire unit may take shields 1 point per model

RARE UNITS

IRONDRAKES

Irondrake
Ironwarden

M	WS	BS	S	T	W	I	A	Ld	Troop Type
3	5	3	4	4	1	2	1	10	Infantry
3	5	4	4	4	1	2	1	10	Infantry

15 points per model

Unit Size: 10+

Equipment:

- Hand weapon
- Drakegun
- Forge-proven gromril armour

Special Rules:

- Ancestral Grudge
- Relentless
- Resolute

Options:

- May upgrade one Irondrake to an Ironwarden 10 points
 - Ironwarden may take cinderblast bombs 15 points
 - Ironwarden may replace drakegun with one of the following:
 - Brace of drakefire pistols free
 - Trollhammer torpedo 20 points
- May upgrade one Irondrake to a musician 10 points
- May upgrade one Irondrake to a standard bearer 10 points
 - May take a runic standard worth up to 50 points

GYROBOMBER

Gyrobomber

M	WS	BS	S	T	W	I	A	Ld	Troop Type
1	4	3	4	5	3	2	2	9	Unique

125 points

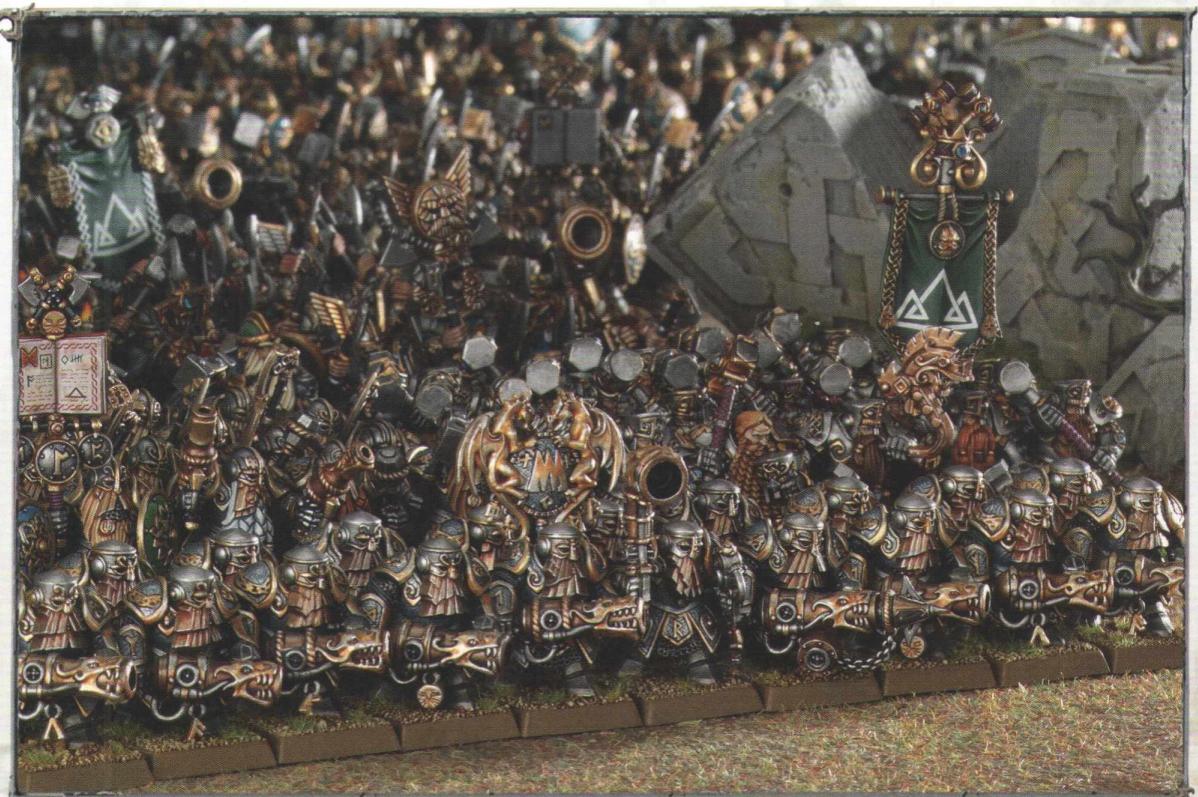
Unit Size: 1

Equipment:

- Hand weapon
- Clattergun

Special Rules:

- Ancestral Grudge
- Armoured Copter
- Bombing Run
- Fly
- Relentless



SUMMARY

LORDS

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Belegar Ironhammer	3	8	4	4	5	3	4	4	10	In(SC)	55
Daemon Slayer	3	7	3	4	5	3	5	4	10	In	45
Lord	3	7	4	4	5	3	4	4	10	In	34
- Shieldbearers	3	5	3	4	-	-	3	2	-	-	33
Runelord	3	6	4	4	5	3	3	2	9	In	36
Thorek Ironbrow	3	6	4	4	5	5	3	2	10	WM(SC)	54
- Anvil Guards	3	5	3	4	-	-	2	2	-	-	37
Thorgrim Grudgebearer	3	7	6	4	5	7	4	4	10	In(SC)	52
- Thronebearers	3	5	3	4	-	-	3	4	-	-	52
Ungrim Ironfist	3	9	4	4	6	3	5	4	10	In(SC)	53

HEROES

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Dragon Slayer	3	6	3	4	5	2	4	3	10	In	45
Grimm Burloksson	3	4	5	6	4	2	2	2	9	In(SC)	56
Josef Bugman	3	6	5	5	5	2	4	4	10	In(SC)	57
Master Engineer	3	4	4	4	4	2	2	2	9	In	35
Runesmith	3	5	4	4	4	2	2	2	9	In	36
Thane	3	6	4	4	5	2	3	3	10	In	34

CORE UNITS

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Dwarf Warrior	3	4	3	3	4	1	2	1	9	In	38
- Veteran	3	4	3	3	4	1	2	2	9	In	
Longbeard	3	5	3	4	4	1	2	1	9	In	40
- Old Guard	3	5	3	4	4	1	2	2	9	In	
Quarreller	3	4	3	3	4	1	2	1	9	In	39
- Veteran	3	4	3	3	4	1	2	2	9	In	
Thunderer	3	4	3	3	4	1	2	1	9	In	39
- Veteran	3	4	3	3	4	1	2	2	9	In	

SPECIAL UNITS

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Bolt Thrower	-	-	-	-	-	7	3	-	-	WM	49
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Cannon	-	-	-	-	7	3	-	-	-	WM	48
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Grudge Thrower	-	-	-	-	7	3	-	-	-	WM	48
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Gyrocopter	1	4	3	4	5	3	2	2	9	Un	50
Hammerer	3	5	3	4	4	1	2	2	9	In	41
- Keeper of the Gate	3	5	3	4	4	1	2	3	9	In	
Ironbreaker	3	5	3	4	4	1	2	1	10	In	42
- Ironbeard	3	5	3	4	4	1	2	2	10	In	
Miner	3	4	3	3	4	1	2	1	9	In	46
- Prospector	3	4	3	3	4	1	2	2	9	In	
Slayer	3	4	3	3	4	1	2	1	10	In	44
- Giant Slayer	3	5	3	4	4	1	3	2	10	In	

RARE UNITS

	M	WS	BS	S	T	W	I	A	Ld	Type	Page
Flame Cannon	-	-	-	-	7	3	-	-	-	WM	49
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Gyrobomber	1	4	3	4	5	3	2	2	9	Un	51
Irondrake	3	5	3	4	4	1	2	1	10	In	43
- Ironwarden	3	5	4	4	4	1	2	1	10	In	
Organ Gun	-	-	-	-	7	3	-	-	-	WM	49
- Dwarf Crew	3	4	3	3	4	1	2	1	9	-	
Ranger	3	4	3	3	4	1	2	1	9	In	47
- Ol' Deadeye	3	4	4	3	4	1	2	1	9	In	

Troop Type Key: In=Infantry, WB=War Beast, Ca=Cavalry, MI=Monstrous Infantry, MB=Monstrous Beast, MC=Monstrous Cavalry, SC=Special Character, Mo=Monster, Ch=Chariot, Sw=Swarms, Un=Unique, WM=War Machine.









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ISBN-13: 978-1782532392



ENGLISH LANGUAGE

PRINTED IN CHINA

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60 03 02 05 005

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