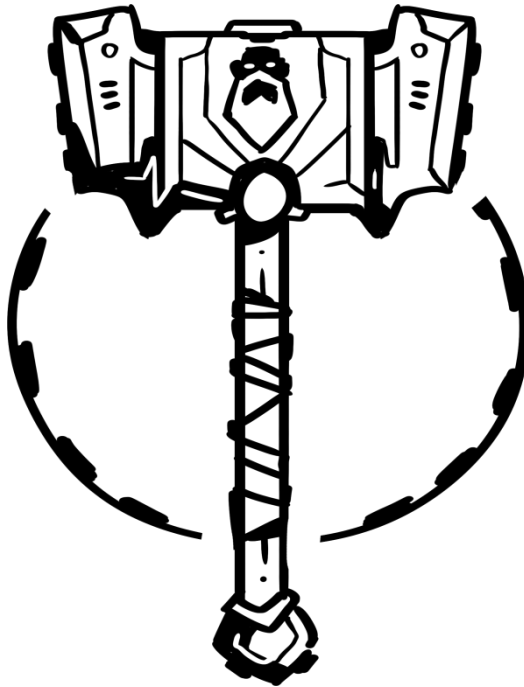


# GF – Dwarf Guilds v2.4



## About OPR

OPR ([www.onepagerules.com](http://www.onepagerules.com)) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on [patreon.com/onepagerules](https://patreon.com/onepagerules).

**Thank you for playing!**

## Background Story

The Dwarf Guilds are a conglomerate of all the dwarven mining companies that fight under one banner. These short humanoids were rarely seen for millennia, as they developed their society underground, mining for precious resources at the edges of the Sirius sector.

Once they emerged from their planets and started meeting other civilizations they became fierce traders who are not afraid of getting into a fight if they aren't getting what they want out of a deal. Thanks to their immense wealth and advanced technology they make formidable fighters that most factions want to avoid.

The Dwarf Guild armies are made up of slow warriors with powerful weaponry, which rely on having a solid long-term plan to make up for their low mobility. They have some of the strongest armor in the galaxy as well as some of the heaviest weaponry, making them formidable warriors.

They might be small, but they are very dangerous, so always watch out when dealing with dwarves...

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Guild Lord [1]	3+	3+	Assault Rifle [24", A1], CCW [A1]	Fearless, Hero, Slow, Tough[3]	A, B, C	70pts
Berserker Lord [1]	3+	4+	2x Berserker Axes [A3, AP(1)]	Fearless, Furious, Hero, Slayer, Slow, Tough[3]	-	85pts
Engineer [1]	3+	3+	Assault Rifle [24", A1], CCW [A1]	Hero, Repair, Slow, Tough[3]	A, B	55pts
Rune Master [1]	3+	3+	Assault Rifle [24", A1], CCW [A1]	Hero, Psychic(1), Slow, Tough[3]	A, B, D	70pts
Dwarf Warriors [5]	4+	4+	Assault Rifles [24", A1], CCWs [A1]	Slow	A, E	55pts
Dwarf Support [5]	4+	4+	Assault Rifles [24", A1], CCWs [A1]	Slow, Relentless	A, F	65pts
Jetpack Warriors [5]	4+	4+	Pistols [12", A1], CCWs [A2]	Ambush, Flying	A, G	145pts
Berserkers [5]	4+	5+	2x Berserker Axes [A1, AP(1)]	Fearless, Furious, Slayer, Slow	-	70pts
Miners [5]	4+	5+	Pistols [12", A1], CCWs [A2]	Ambush, Slow	A, H	75pts
Veterans [5]	3+	3+	Assault Rifles [24", A1], CCWs [A1]	Slow	A, I	70pts
Elites [5]	3+	3+	Heavy Hammers [A2, AP(1)]	Fearless, Slow	J	110pts
Power Suits [5]	3+	3+	Pistols [12", A1], Heavy Hammers [A2, AP(1)]	Ambush, Slow, Tough[3]	J, K	280pts
Sniper Team [3]	4+	5+	Sniper Rifles [36", A1, AP(1), Sniper], CCWs [A1]	Scout, Slow, Stealth	-	110pts
Weapon Teams [3]	4+	4+	Heavy Machineguns [36", A3, AP(1)], CCWs [A1]	Slow, Tough[3]	L	155pts
Dwarf Bikers [3]	4+	4+	Assault Rifles [24", A1], CCWs [A1]	Fast, Impact(1)	A, M	75pts
Dwarf Trike [1]	4+	4+	Assault Rifle [24", A1], CCWs [A1], Heavy Flamethrower [12", A6, AP(1)]	Fast, Impact(3), Tough[3]	N	70pts

## A | Replace one Assault Rifle and CCW:

Pistol [12", A1] and CCW [A2] Free

### Replace one Pistol:

Heavy Pistol [12", A1, AP(1)]	+5pts
Burst Pistol [12", A3]	+5pts
Plasma Pistol [12", A1, AP(2)]	+5pts
Storm Rifle [24", A2]	+5pts

### Replace one CCW:

Shock Hammer [A4]	+5pts
Heat Hammer [A2, Rending]	+5pts
Plasma Hammer [A2, AP(2)]	+5pts
Drill Hammer [A2, Deadly(3)]	+5pts

## B | Upgrade with one:

Jetpack [Ambush, Flying, Swift]	+25pts
Combat Bike [Fast, Impact(1), Twin Assault Rifle [24", A2]]	+30pts
Power Suit [Ambush, Tough(+3)]	+50pts

## C | Upgrade with one:

Battle Lore	+45pts
Guild Defender	+45pts

## D | Upgrade Psychic(1)

Psychic(2)	+20pts
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## E | Replace one Assault Rifle:

Flamethrower [12", A6]	+5pts
Shred Rifle [18", A2, Rending]	+5pts
Plasma Rifle [24", A1, AP(2)]	+5pts
Fusion Rifle [12", A1, AP(4), Deadly(6)]	+15pts
Heavy Machinegun [36", A3, AP(1)]	+15pts
Missile Launcher – pick one to fire: HE [48", A1, Blast(3)]	+25pts
AT [48", A1, AP(3), Deadly(3)]	

## F | Replace any Assault Rifle:

Heavy Flamethrower [12", A6, AP(1)]	+15pts
Heavy Machinegun [36", A3, AP(1)]	+20pts
Plasma Cannon [36", A1, Blast(3), AP(2)]	+30pts
Missile Launcher – pick one to fire: HE [48", A1, Blast(3)]	+30pts
AT [48", A1, AP(3), Deadly(3)]	
Heavy Fusion Rifle [24", A1, AP(4), Deadly(6)]	+40pts
Laser Cannon [48", A1, AP(4), Deadly(3)]	+40pts

## G | Replace up to two Pistols:

Plasma Pistol [12", A1, AP(2)]	+5pts
Flamethrower [12", A6]	+10pts

### Replace one CCW:

Shock Hammer [A4]	+5pts
Heat Hammer [A2, Rending]	+5pts
Plasma Hammer [A2, AP(2)]	+5pts
Drill Hammer [A2, Deadly(3)]	+5pts

## H | Replace any Pistol:

Burst Pistol [12", A3]	+5pts
Flamethrower [12", A6]	+10pts
Fusion Rifle [12", A1, AP(4), Deadly(6)]	+15pts

### Upgrade with:

Drill Platform [36", A1, AP(4), Deadly(6)]	+55pts
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## I | Replace any Assault Rifle:

Heavy Flamethrower [12", A6, AP(1)]	+15pts
Heavy Machinegun [36", A3, AP(1)]	+25pts
Plasma Cannon [36", A1, Blast(3), AP(2)]	+30pts
Missile Launcher – pick one to fire: HE [48", A1, Blast(3)]	+35pts
AT [48", A1, AP(3), Deadly(3)]	
Heavy Fusion Rifle [24", A1, AP(4), Deadly(6)]	+45pts

## J | Replace any Heavy Hammer:

Shock Hammer [A4, AP(1)]	+5pts
Heat Hammer [A2, AP(1), Rending]	+5pts
Plasma Hammer [A2, AP(3)]	+5pts
Drill Hammer [A2, AP(1), Deadly(3)]	+5pts

## K | Replace all Pistols:

Plasma Pistols [12", A1, AP(2)]	+10pts
Storm Rifles [24", A2]	+30pts

### Replace one Storm Rifle:

Heavy Machinegun [36", A3, AP(1)]	+20pts
Heavy Fusion Rifle [24", A1, AP(4), Deadly(6)]	+40pts

### Upgrade one model with:

Heavy Missiles – pick one to fire: HE [48", A1, Blast(3)]	+40pts
AT [48", A1, AP(3), Deadly(3)]	

## L | Replace any Heavy Machinegun:

Mortar [48", A1, Blast(3), Indirect]	+5pts
Autocannon [48", A2, AP(2)]	+5pts
Missile Launcher – pick one to fire: HE [48", A1, Blast(3)]	+10pts
AT [48", A1, AP(3), Deadly(3)]	
Laser Cannon [48", A1, AP(4), Deadly(3)]	+15pts

## M | Upgrade all models with:

Twin Assault Rifles [24", A2] +20pts

### Replace one Twin Assault Rifle:

Grenade Launcher – pick one to fire: HE [24", A1, Blast(3)]	+5pts
AT [24", A1, AP(1), Deadly(3)]	

### Replace all Assault Rifles and CCWs:

Pistols [12", A1] and CCWs [A2] Free

## N | Replace Heavy Flamethrower:

Heavy Machinegun [36", A3, AP(1)]	+5pts
Autocannon [48", A2, AP(2)]	+10pts
Plasma Cannon [36", A1, Blast(3), AP(2)]	+15pts
Missile Launcher – pick one to fire: HE [48", A1, Blast(3)]	+15pts
AT [48", A1, AP(3), Deadly(3)]	
Heavy Fusion Rifle [24", A1, AP(4), Deadly(6)]	+25pts
Laser Cannon [48", A1, AP(4), Deadly(3)]	+25pts

### Upgrade with:

Explosive Keg [Impact(+3)]	+10pts
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## Special Rules

**Battle Lore:** The hero and his unit get +1 to hit when fighting in melee.

**Guild Defender:** The hero and his unit get +1 to hit when shooting.

**Repair:** Once per turn, if within 2" of a unit with Tough, roll one die. On a 4+ you may repair 1 wound from the target.

**Slayer:** This model gets AP(+2) when fighting units with Tough(3) or higher.

**Swift:** The hero may ignore the Slow rule.

## Psychic Spells

**Balance Rune (4+):** Target unit within 12" immediately loses all enemy spell effects.

**Smiting Rune (4+):** Target enemy model within 12" takes 3 automatic hits with AP(4).

**Spite Rune (5+):** Target friendly unit within 12" gets Rending next time it shoots.

**Cleaving Rune (5+):** Target 2 enemy units within 12" take 6 automatic hits each.

**Battle Rune (6+):** Target friendly unit within 24" gets +3" to its next movement.

**Breaking Rune (6+):** Target enemy unit within 24" takes 6 automatic hits with AP(1).

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Half-Track [1]	4+	2+	Heavy Machinegun [36", A3, AP(1)]	Fast, Impact(6), Tough(6), Transport(6)	A, B	190pts
APC [1]	4+	2+	Heavy Machinegun [36", A3, AP(1)]	Fast, Impact(6), Tough(6), Transport(11)	A, B	200pts
Assault Drill [1]	4+	2+	Tunneling Drill [A8, AP(4)]	Ambush, Fast, Impact(6), Tough(12), Transport(11)	C	355pts
Battle Tank [1]	4+	2+	Flamethrower Cannon [18", A6, AP(1)]	Fast, Impact(6), Tough(12)	A, D	310pts
Battle Train [1]	4+	2+	Battle Cannon [48", A1, AP(3), Blast(6)]	Fast, Impact(6), Tough(12)	E	380pts
Dwarf Walker [1]	3+	2+	2x Heavy Hammer [A4, AP(2)], Stomp [A2, AP(1)]	Fear, Slow, Tough(12)	F	335pts
Artillery [1]	4+	2+	Twin Heavy Fusion Rifle [24", A2, AP(4), Deadly(6)]	Slow, Tough(6)	G	195pts
Dwarf Gunship [1]	4+	2+	Twin Minigun [24", A8, AP(1)]	Aircraft, Tough(6)	H	185pts

## A | Upgrade with any:

Dozer Blade (Strider)	+5pts
Storm Rifle [24", A2]	+5pts
Hunter Missiles [48", A1, AP(3), Deadly(3)]	+10pts

## B | Replace Heavy Machinegun:

Heavy Fusion Rifle [24", A1, AP(4), Deadly(6)]	+15pts
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## C | Upgrade with one:

2x Heavy Flamethrowers [12", A6, AP(1)]	+25pts
2x Plasma Cannons [36", A1, Blast(3), AP(2)]	+55pts
2x Twin Heavy Machineguns [36", A6, AP(1)]	+80pts

## D | Replace Flamethrower Cannon:

Twin Heavy Fusion Rifle [24", A2, AP(4), Deadly(6)]	+50pts
Quad Machinegun [36", A12, AP(1)]	+60pts
Battle Cannon [48", A1, AP(3), Blast(6)]	+70pts

## E | Upgrade with:

Artillery Cannon [48", A1, AP(4), Blast(6), Indirect]	+135pts
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### Upgrade with one:

Autocannon [48", A2, AP(2)]	+25pts
Plasma Cannon [36", A1, AP(2), Blast(3)]	+25pts
Laser Cannon [48", A1, AP(4), Deadly(3)]	+35pts
Battle Cannon [48", A1, AP(3), Blast(6)]	+90pts

### Upgrade with one:

2x Heavy Flamethrowers [12", A6, AP(1)]	+25pts
2x Plasma Cannons [36", A1, Blast(3), AP(2)]	+55pts
2x Twin Heavy Machineguns [36", A6, AP(1)]	+80pts

### Upgrade with up to four:

Battle Carriage [Tough(+6)]	+130pts
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### Upgrade any Battle Carriage with one:

Transport Carriage [Transport(11)]	+20pts
2x Flamethrower Cannons [18", A6, AP(1)]	+40pts
2x Twin AA-Cannons [48", A4, AP(2), Anti-Air]	+120pts
Ballistic Missiles [48", A1, AP(4), Blast(12), Indirect]	+270pts
2x Twin Shard Mortars [48", A4, Blast(3), Indirect, Rending]	+270pts

## F | Replace any Heavy Hammer:

Heat Hammer [A4, AP(2), Rending]	+10pts
Plasma Hammer [A4, AP(4)]	+10pts
Shock Hammer [A8, AP(2)]	+15pts
Drill Hammer [A4, AP(2), Deadly(3)]	+15pts

### Replace any Heavy Hammer:

Walker Fist [A4, AP(3)] and Storm Rifle [24", A2]	+10pts
Twin Heavy Machinegun [36", A6, AP(1)]	+40pts
Twin Autocannon [48", A4, AP(2)]	+50pts
Twin Heavy Fusion Rifle [24", A2, AP(4), Deadly(6)]	+80pts

### Replace any Storm Rifle:

Flamethrower [12", A6]	+5pts
Fusion Rifle [12", A1, AP(4), Deadly(6)]	+15pts

## G | Replace Twin Heavy Fusion Rifle:

Quad Machinegun [36", A12, AP(1)]	+10pts
2x Twin AA-Cannons [48", A4, AP(2), Anti-Air]	+50pts
Artillery Cannon [48", A1, AP(4), Blast(6), Indirect]	+65pts
Triple-Thunder Cannon [48", A3, AP(2), Blast(3), Indirect]	+65pts
Eagle Rockets [48", A2, AP(2), Blast(6), Indirect]	+110pts
Ballistic Missiles [48", A1, AP(4), Blast(12), Indirect]	+200pts
2x Twin Shard Mortars [48", A4, Blast(3), Indirect, Rending]	+200pts

## H | Upgrade with:

Battle Cannon [48", A1, AP(3), Blast(6)]	+90pts
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### Replace Twin Minigun:

Twin Heavy Machinegun [36", A6, AP(1)]	+5pts
Twin Autocannon [48", A4, AP(2)]	+10pts
Twin Laser Cannon [48", A2, AP(4), Deadly(6)]	+110pts