



WOEHAMMER ARMIES

DWARFS



Dwarf magic

Dwarfs have little natural aptitude for sorcery, and are thus distrustful of magic in general. However, they do inscribe their weapons, armour, and personal effects with magical runes which grant bonuses indistinguishable from magic. To this end, Dwarf Runesmiths have access to Runic Magic, and Dwarfs may inscribe their equipment with magical runes as outlined below, but have no access to other magical items. Runic magic is not as effective as other magics, but is also not possible to miscast, the spell is either a success or failure, with no rolls on the miscast table if a 0 is rolled.

Dwarf Runes

Dwarfs may inscribe their equipment with the following runes instead of taking other magical items. Only hero or artillery units may use runes or rune items, and no hero may have more than one item bearing one rune, and no piece of artillery may have more than one rune inscribed on it. To use a rune the points are paid and then the listed effect is applied to the selected item or unit.



Weapon Runes

The following runes may be placed onto any weapons wielded by hero units

Rune of Skill - Gives the bearer a further +1 to his strength when using this weapon - 10 points

Rune of Smiting - Gives the weapon an additional +1 to its SV - 10 points

Blessed Rune - Any undead or daemon units take an additional D3 pins if they lose combat after taking damage from this weapon - 12 points.

Rune of Slaying - The bearer may add one to any rolls made on the monstrosity damage chart for any damage caused by this weapon - 12 points

Rune of Parrying - Enemy units that attack the bearer of a weapon bearing this rune have their HtH attacks reduced by 1 (to a minimum of 1) - 12 points

Rune of Fury - This rune grants the wielder one additional HtH attack with this weapon - 15 points

Rune of Flight - This rune allows the weapon to be thrown and return to the hands of its owner, meaning the weapon can be used to make an exchange of missile attack before combat, and subsequently used in that combat, when either charging or being charged - 10 points

Rune of Breaking - This rune negates the effect of any magical armour that the targeted enemy may have - 10 points

Rune of Fire - This rune makes the weapons damage count as fire damage dealing a maximum of one additional pin when dealing damage - 10 points

Rune of Lightning - On any natural hot rolls of a 1 this weapon has an additional D3(SV and if the subsequent Res test is failed the affected unit must make a break test as if they had lost combat, even if they would have otherwise won - 12 points

Armour Runes

The following runes can be placed onto any medium or heavy armour worn by hero units

Rune of Iron - This armour can ignore 1 point of SV of any non-magical attack - 10 points

Rune of Lightened Load - The wearer of this item loses the heavily laden rule if they have it (note that this only affects the wearer and his steed should he have one, and not his unit / bodyguards - 12 points

Rune of Lightning - Any Res rolls of a natural one cause a single SV1 hit on the wearer's attacker during HtH - 12 points

Rune of Spell Eating - The wearer can attempt to dispel any magical attack that targets or affects them, as if they were themselves a spell caster - 15 points

Rune of Nullification - This armour cancels out the effects of any non-runic magic items within 8" of the wearer - 15 points

Rune of Obfuscation - The wearer of this armour is -1 to hit with any missile attacks that target him from long range - 15 points



Standard Runes

These runes can be carved into any battle standard carried by the army battle standard bearer.

Rune of Courage - This standard negates the effects of dread and terror within 10" of the bearer - 12 points

Rune of Warding - Non runic magic has its casting value reduced by 1 within 24" of this standard - 12 points

Rune of Swiftess - Running or sprinting units that start within 8" of this standard may add 2" to the move (ie a run of 10" becomes 12") - 12 points

Artillery Runes

These runes may be carved into any piece of dwarven artillery from the list below.

Rune of Sure Shot - Hits on fast units with a run order, or downed units do not need to be rerolled - 10 points

Rune of Burning - The artillery gains the fire rule for its attacks - 10 points

Rune of Precision - The firer may add or subtract one from any rolls the monstrosity damage table for any damage caused by this weapon - 12 points

Dwarf Army List

Army Composition

When choosing a Dwarf army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband May only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.



Hero Units

1 x Dwarf Lord, 118 points

Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dwarf Lord with axe, medium armour	4	5	6	6(8)	7	9	Tough, Command, Follow, Wound, 3 x HTH
2 x Dwarf Bodyguards with axes, medium armour	4	5	6	6(8)	7	8	

Lord; Upgrade to Tough 2 @ 10 points Tough 2 @ 20 points, to wound 2 @ 16 points, wound 3 @ 32 points. Give unit big axes @ free, or giant axes @ 1 point per model. Give unit heavy armour increasing res to (9) and adding Heavily Laden rule @ 9 points + 1 points per bodyguard. Make unit Stubborn @ 2 points per model. Add up to 2 Dwarf Bodyguards @ 18 points each.

0 - 1 Lord mounted on War Bear 171 points

Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dwarf Lord with sword, heavy armour, riding warhorse	[4]	5	6	[6(9)]	7	9	[Tough], Command, Follow, [Wound], 3 x HTH, Stubborn
1 x Warbear with barding	5	5	6	8(10)	-	-	Large, 3 x HtH SV3, Irresistible Charge, Frenzied Charge, Wound,

Upgrade to Tough 2 @ 10 points, Tough 2 @ 20 points, to wound 2 @ 18 points, wound 3 @ 36 points. Give Lord large weapon @ free.

Note. The warband must include one Dwarf Lord and one only

0 - 1 x Dwarf Runesmith, 81 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Runesmith with axe, medium armour	4	5	6	6(8)	7	9	Tough, Wound, 2 x HtH, Magic Level 1
0 x Apprentice Runesmiths with axes, medium armour	4	5	6	6(8))	6	8	

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points, Wound 2 @ 16 pts. Give unit Stubborn @ 2 points per model. Can be mounted on an anvil of doom adding +1 Res and giving the Lightning Bolt spell and Heavily Laden rule @ 16 points. Add up to 4 Apprentice Runesmiths @ 22 points each

0 - 1 x Dwarf Hero, 86 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dwarf Hero with axe, medium armour	4	5	7	6(8)	9	9	Tough 2, Hero, Wound, 3 x HtH

Upgrade to heavy armour @ 9 points increasing Res to 6(9) and adding Heavily Laden rule, Wound 2 @ 16 points, Wound 3 @ 32 points, Tough 3 @ 10 points, Give unit large axe @ free, Giant Axe @ 1 point. Give hero Vengeful rule @ 1 point. Hero may be equipped with a Battle Standard adding the heavy laden rule @ free

0 - 1 x Dwarf Engineer, 96 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dwarf Engineer with big axe, medium armour	4	5	7	6(8)	9	9	Tough 2, Hero, Wound, 3 x HtH, Mechanical Genius

0 - 1 x Daemon Slayer, 134 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Daemon Slayer with giant axe	4	5	7	6	9	9	Tough 3, Hero, Wound 3, 3 x HtH, Vengeful, Crazy, Psychotic, Stubborn, Ferocious Charge

Elite Troops

0 - 1 units of Dwarf Ironbreakers, 120 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Iron breaker Leader with axe, heavy armour	4	5	6	6(9)	6	8	Tough, Stubborn, Shieldwall, Heavily Laden
4 x Ironbreakers with axes, heavy armour	4	5	6	6(9)	6	8	Stubborn, Shieldwall, Heavily Laden

Add up to 5 Ironbreakers @ 22 points per model

0 - 1 units of Dwarf Hammerers, 115 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Hammerer Leader with large hammer, heavy armour	4	5	6	6(9)	6	8	Tough, Stubborn, Heavily Laden
4 x Hammerers with large hammers, heavy armour	4	5	6	6(9)	6	8	Stubborn, Heavily Laden

Add up to 5 Hammerers @ 21 points per model

0 - 1 units of Dwarf Longbeards, 110 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Longbeard Leader with axe, medium armour	4	5	7	6(8)	6	8	Tough
4 x Longbeards with axes, medium armour	4	5	7	6(8)	6	8	

Add up to 5 Longbeards @ 20 points per model

Troop Units

Dwarf Warriors, 100 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dwarf Leader with axe, medium armour	4	5	6	6(8)	6	8	Tough
4 x Dwarfs with axes, medium armour	4	5	6	6(8)	6	8	

Dwarfs may carry spears or big axes @ free, Giant Axes or Halberds @ 1 point per model. Add up to 5 Dwarfs @ 18 points each.

Dwarf Crossbowmen, 105 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dwarf Leader with axe, crossbow, light armour	4	5	6	6(8)	6	8	Tough
4 x Dwarfs with axes, crossbows, light armour	4	5	6	6(8)	6	8	

Add up to 5 Dwarf Crossbowmen @ 19 points each.

Dwarf Handgunners, 110 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dwarf Leader with axe, handgun, light armour	4	5	6	6(7)	6	8	Tough
4 x Dwarfs with axes, handguns, light armour	4	5	6	6(7)	6	8	

Add up to 5 Dwarf Handgunners @ 20 points each.

0 - 1 units of Dwarf Slayers, 122 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Slayer Leader with big axe	4	5	6	6	6	9	Tough, Crazy Psychotic, Stubborn, Ferocious Charge
4 x Slayers with big axes	4	5	6	6	6	8	Crazy Psychotic, Stubborn, Ferocious Charge

Add up to 5 Slayers @ 22 points per model

Artillery Units

Grudge Thrower, 129 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Dwarf crew with axes, light armour, large stone thrower	4	5	6	6(7)	6	8	Large, Slow 3

Add up to 2 Crew @ 16 points each.

Cannon, 148 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Dwarf crew with axes, light armour, large cannon	4	5	6	6(7)	6	8	Large, Slow 3

Add up to 2 Crew @ 16 points each.

Fire Cannon, 108 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Dwarf crew with axes, light armour, fire cannon	4	5	6	6(7)	6	8	Large, Slow 3

Add up to 2 Crew @ 16 points each.

Bolt Thrower, 111 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Dwarf crew with axes, light armour, large bolt thrower	4	5	6	6(7)	6	8	Large, Slow 3

Add up to 2 Crew @ 16 points each.

Organ Gun, 108 points**Artillery Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Dwarf crew with axes, light armour, organ gun	4	5	6	6(7)	6	8	Large, Slow 3

Add up to 2 Crew @ 16 points each.

0 - 1 x Gyrocopter, 94 points**Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Flying Machine with bombs	4	5	-	10	-	-	Large, Flies, Fast 10, MoD 2, 0 x HtH, 3 x Drop SV4 Fire (bombs), Ramshackle Contraption
Pilot with axe	-	5	5	-	6	8	

Give Bouncing Bombs @ 1 point. Make pilot Mechanical Genius @ 10 points

0 - 1 x Steam Juggernaut, 245 points**Monstrosity Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Steam Juggernaut with small cannon	4	5	5	15	-	-	Large, MoD 3, 3 x HtH SV5, Ramshackle Contraption, Surly
6 x crew with axe	-	5	5	-	6	8	

Cannon is fixed to the deck and can fire with a move or advance order. Give crew crossbows @ 3 points per crew, Handguns @ 4 points per crew. Make crew Mechanical Genius @ 10 points. Add up to 4 crew @ 5 points each. Upgrade small cannon to organ @ free, to large cannon @ 50 points, to fire cannon @ 10 points.