

Dwarven Treasure Hunters

Dwarven Treasure Hunters are professional Weirdstone looters.

Special Rules

Hard to Kill – Treat an Injury roll of 5 as Stunned.

Hard Head – Ignore special rules for maces/clubs/etc.

Stamina – Ignore movement penalties for armour.

Special Skills

True Grit

Treat Injury rolls of 1-3 as Knocked Down, 4-5 as Stunned, 6 as Out of Action.

Combat Master

When using a weapon with the Parry special rule, the warrior parries if they roll equal to or more than the enemy's to hit roll. Additionally, if the warrior is using two weapons and both have the Parry special rule, they may parry with both.

Thick Skull

If this warrior rolls a Stunned result on an Injury Roll, the result is changed to Knocked Down on a D6 roll of a 3+. If wearing a helmet, this roll is a 2+.

Extra Tough

This warrior can re-roll on the Serious Injuries table.

Resource Hunter

This warrior can modify one Exploration Phase dice by -1/+1.

Ferocious Charge

Deathseeker only. Double this warrior's attacks on the turn in which they charge. They suffer a -1 to hit for this turn.

Monster Slayer

Deathseeker only. The warrior always wounds their opponent on a 4+, unless a lower result would normally be needed.

Berserker

Deathseeker only. The warrior adds +1 to hit in close combat for the turn in which they charge.

Maximum Statistics

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

| Starting Gold | Model Count |
|---------------|-------------|
| 500pg | 3-12 |

Hired Hands and Legendary Figures

| Hired Hands | Legendary Figures |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none">• Bard• Beast Hunter• Deathseeker• Dwarven Pathfinder• Dwarven Treasure Hunter• Freelancer• Gladiator• Halfling Ranger• Ogre Mercenary• Prospector• Witch Hunter | <ul style="list-style-type: none">• Demicus, the Great Wizard• Mad Michael• Yahn the Sneak |

Heroes

| Hero | Number Allowed | Start XP | Cost to Hire |
|-------------|----------------|----------|--------------|
| Noble | 1 | 20 | 85pg |
| Engineer | 1 | 10 | 50pg |
| Deathseeker | 1-2 | 8 | 50pg |

Henchmen

| Henchmen | Number Allowed | Cost to Hire |
|------------|----------------|--------------|
| Warrior | - | 40pg |
| Handgunner | 1-5 | 40pg |
| Beardling | - | 25pg |

Special Equipment

Dwarf Axe (15pg, Rare 8)

| Range | Strength |
|--------------|-----------------|
| Close Combat | As user |

Special Rules

Parry

Armour Piercing (1)

Equipment

| Warrior | Cost to Equip |
|----------------------------------|----------------------------|
| Dagger | 1 st free / 2pg |
| Mace / Hammer | 3pg |
| Axe / Shield | 5pg |
| Sword / Spear / Halberd / Helmet | 10pg |
| Dwarf Axe / Double-handed Weapon | 15pg |
| Pistol | 15pg (30pg for a brace) |
| Light Armour | 20pg |
| Heavy Armour | 50pg |
| Gromril Armour | 75pg |
| Gromril weapon | Cost x3 |

| Handgunner | Cost to Equip |
|-------------------|----------------------------|
| Dagger | 1 st free / 2pg |
| Mace / Hammer | 3pg |
| Axe / Shield | 5pg |
| Sword / Helmet | 10pg |
| Pistol | 15pg (30pg for a brace) |
| Light Armour | 20pg |
| Crossbow | 25pg |
| Handgun | 35pg |
| Heavy Armour | 50pg |

Warrior Profiles

Noble

A lesser Noble will often form a treasure hunting party in the hope that their adventures will bring them glory.

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

Equipment – any from Warrior list.

Skills – Combat, Shooting, Strength, Special

Special Rules

Hard to Kill

Hard Head

Stamina

Hatred (Orcs and Goblins, Vermin Swarm, Infernal Dwarves)

Leader

Engineer

Engineers join adventuring parties because they see it as a way to test their skills and equipment in the field.

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

Equipment – any from Handgunner list.

Skills – Combat, Shooting, Special

Special Rules

Hard to Kill

Hard Head

Stamina

Hatred (Orcs and Goblins, Vermin Swarm, Infernal Dwarves)

As long as the Engineer is not Out of Action, all friendly models increase the range of Pistols by 3", and Crossbows by 6".

Deathseeker

Deathseekers are disgraced dwarves who wish to meet a glorious end.

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

Equipment – any from Warrior list other than missile weapons.

Skills – Combat, Strength, Special

Special Rules

Hard to Kill

Hard Head

Hatred (Orcs and Goblins, Vermin Swarm, Infernal Dwarves)

Immune to Psychology

Warrior

Warriors are the backbone of any treasure hunting party.

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

Equipment – any from Warrior list.

Special Rules

Hard to Kill

Hard Head

Stamina

Hatred (Orcs and Goblins, Vermin Swarm, Infernal Dwarves)

Handgunner

Handgunners excel at taking out enemies from afar with blackpowder weaponry.

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

Equipment – any from Handgunner list.

Special Rules

Hard to Kill

Hard Head

Stamina

Hatred (Orcs and Goblins, Vermin Swarm, Infernal Dwarves)

Beardling

These young dwarves have a huge respect for their elders, and consider it a great honour to be picked for an expedition.

| M | WS | BS | S | T | W | I | A | Ld |
|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|
| 3 | 3 | 2 | 3 | 4 | 1 | 2 | 1 | 8 |

Equipment – any from Warrior list.

Special Rules

Hard to Kill

Hard Head

Stamina

Hatred (Orcs and Goblins, Vermin Swarm, Infernal Dwarves)