

Dwarven Explorers

Dwarven Runesmiths will sometimes form a band of explorers and go searching for elder knowledge for use in their rune-crafting.

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
Runesmith	1	20	85pg
Apprentice	1	0	40pg
Deathseeker	2	8	50pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Longbeard	1-5	50pg
Warrior	-	40pg
Sharpshooter	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
Battleaxe / Shield	5pg
Sword / Spear / Halberd / Helmet	10pg
Dwarf Axe / Two-handed Weapon	15pg
Pistol	15pg (30pg for brace)
Light Armour	20pg
Heavy Armour	50pg
Gromril Armour	75pg
Gromril Weapon	3x weapon cost

Sharpshooter	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Battleaxe / Shield	5pg
Sword / Helmet	10pg
Light Armour	20pg
Crossbow	25pg
Heavy Armour	50pg

Warrior Profiles

Runesmith

Runesmiths are warrior-scholars who use powerful runes to invigorate their allies.

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

Equipment – any from Warrior list.

Skills – Combat, Shooting, Academic (other than Arcane Lore), Strength, Speed

Special Rules

Hard to Kill

Hard Head

Stamina

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

Leader

Inscribe Runes (see last page)

Apprentice

A Runesmith is always accompanied by an eager apprentice.

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

Equipment – any from Warrior list.

Skills – Combat, Academic (other than Arcane Lore), Strength, Speed

Special Rules

Hard to Kill

Hard Head

Stamina

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

Apprentice – allows a Runesmith in the party to inscribe two items before each skirmish, instead of one.

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 except for missile weapons and armour.

Skills – Combat, Strength, Special

Special Rules

Hard to Kill

Hard Head

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

Immune to Psychology

Longbeard

Longbeards are grumpy old bastards who believe that by joining dangerous expeditions, they can prove that the old ways are the best.

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

Equipment – any from Warrior list.

Special Rules

Hard to Kill

Hard Head

Stamina

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

Can re-roll Ld tests.

Warrior

Warriors are the backbone of any expedition 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)

Sharpshooter

Sharpshooters refuse to use any sort of gunpowder weapon, believing that a good old crossbow does the trick just fine.

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

Equipment – any from Sharpshooter 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)

Inscribing Runes

Before each skirmish, a Runesmith may attempt to inscribe runes on an item of one of the warriors in their party. To do so, they must roll equal to or higher than the Difficulty Level of the rune on 2D6. If double 1s are rolled, the item is destroyed. A successful roll will apply the Rune's bonus to the item for the entire skirmish, but dissipate after.

Rune bonuses are not cumulative with other bonuses (e.g., if an item already has +1 to hit, a Rune of Accuracy will have no effect on it).

Runes are learnt in the same way as Rituals and Prayers.

1. Rune of Stone
2. Rune of Sharpness
3. Rune of Speed
4. Rune of Warding
5. Rune of Accuracy
6. Rune of Striding

Rune of Stone – Difficulty 8

+1 to Armour Save of item.

Rune of Sharpness – Difficulty 6

Armour Piercing (1)

Rune of Speed – Difficulty 7

Double your I for attacks with this weapon.

Rune of Warding – Difficulty 8

4+ Ward Save v Rituals.

Rune of Accuracy – Difficulty 9

+1 to hit in either close combat or shooting.

Rune of Striding

+1 M.