

## Dwarfs

The following army organisation list (AOL) will enable you to build a Dwarf army for War & Conquest. Please refer to the army organisation list introduction document. This is version 1, December 2013. It is subject to change, and has been created so players can get gaming. Please provide feedback and commentary.

### Background

*Dwarfs are one of the most common fantasy armies and feature in most backgrounds. Generally seen as tough, dependable warriors, a dwarfs weakness is usually gold (and other shiny things). They also enjoy ale and a hearty sing song. Our list endeavours to cover a variety of different approaches to Dwarf armies, from the 'Norse' stereotype through to Renaissance dwarf. We assume dwarfs are generally good at trade but do suffer from their own weaknesses, which can cloud their judgement from time to time. The Northern dwarfs have more in common with Norse background while in the fertile lands to the south they are more cavalier in their outlook, having fully integrated with men.*

*Dwarfs do not trust elves, hate trolls, orcs and goblins and have had on occasion, a tumultuous relationship with men. Contrary to popular myth, dwarf females do not look like their male counterparts unless they choose to do so. In the north, they will fight side by side with (or against!) the male dwarfs. Southern dwarf females are flamboyant individuals, using their own love of gold to attract potential suitors to swell the wealth of their own household. They are skilled with the rapier, dagger and poison. Many southern dwarf marriages seem to end with the husbands choking on food or having unfortunate accidents. Dwarfs live in holds, castles or underground halls within mountains or other hills. Often the entrance will be found within a valley or on a mountainside. Some holds will be found within the cities of other races, usually men. However you can guarantee*

### **The Shamed Ones**

*Not all dwarfs who fall to the lust for gold are lost to the dark or shadow. Some manage to climb back from the abyss and regain some semblance of control over their lives. Other dwarfs may have brought shame on their hall by gambling and losing more than they own, or breaking an oath or trade agreement. A dwarfs word is his bond, but gold can change their way of thinking. Some may have fled battle, leaving brothers and sisters in arms to their fate.*

*Collectively these are known as the 'Shamed Ones' by other, more respectable dwarfs although they do not know themselves as such. Tainted by their*

*the dwarfs will have several secret and several not so secret private ways of access.*

*A Hold is usually ruled by a Lord of a clan and typically they pay fealty and loyalty to a King of the clan who presides over a number of Holds. There is no Dwarf 'King of Kings' but there are several who attempt to manoeuvre themselves into that position and to whom a number of Kings and Lord owe loyalty. There are also several self styled Dwarf Lords who bow to no one. Typically these are found in the pay of others.*

*Finally it would be remiss of us to not mention the Dark or Shadow Dwarfs. These clans and individuals fell from grace, driven by the lust for gold. This led them to tunnel deep into the core of the planet where they disturbed things better left alone and they sold their souls for gold. Now the entrances to their underground fortresses are avoided or guarded as the Dark ones will often send out raiding parties, looking for slaves to continue their mining and excavation works. Occasionally, this will spill out into open warfare, usually driven by dark alliances by men or necromancers looking to exchange slaves and gold from potential conquest in return for military support to achieve their own aims. The dark ones are weak, and in the North, they favour plate armour with horns and other malevolent symbols of evil, while in the south, they are caricatures of their southern kin with wild comedic moustaches and beards, tall hats and exotic weaponry. Their ranks are regularly swelled by the arrival of Shamed Ones.*

*fall from grace, and looking to regain both their own honour, and bring respect back to their house or hall these dwarfs wander, often helping the vulnerable or needy by giving them any wealth they may accumulate or seeking death in battle, to fulfil some quest or other mighty task such as creating a fantastic invention or build an impregnable fortress to protect other dwarfs. When asked what they are doing, a few will just say they have a 'Death Wish' to die in battle or while attempting some impossible quest. These dwarfs tend to be avoided by all but the most reckless or foolhardy.*

### **Berserkers**

*Berserkers are occasionally Shamed Ones, but that is usually not the case. Berserkers are dwarfs with such a lust for ale and violence that they have never bothered about personal honour, except in the odd moment of reflective sobriety, or deep drunkenness! Berserkers do gather together into bands or groups, looking for war and trouble, and along the way give themselves such glorious*

*names as the Death Dealers or Seekers of Death. A warband or even an army of berserkers are a terrifying sight, and best avoided. They are easily recruited though, ale and coin will secure their services, provided a good fight is guaranteed. If you recruit them, be warned, best get them to battle quickly, before they pick a fight with your best troops, or drink you out of ale!*

### **Seafaring Dwarfs**

*Both to the north, south and west, you will find dwarf holds or house in the city ports of men. Some dwarf kings even have their own ports but there*

*are only a few of these. This will be expanded in future versions*

### **Theming the Dwarfs**

There are plenty of ways to theme the army to a particular time and place. Some of the compositions below should help and we will welcome more. The following will be expanded in Version 2 as we introduce the world in which all the War & Sorcery races are based.

Dwarfs of the North rely on the traditional weapons, axe, sword, spear, and good heavy plate or mail armour. Southern dwarfs are less armoured, use gunpowder and pike.

Dwarfs will also mirror whatever fighting style and equipment the local human tribes use.

## **Army Composition**

### **Personalities of War**

Up to 25% of the points value of the army. Strategy Intervention Points may not be pooled unless the King is present, in which case both the King and any of his Lords may use them.

### **Warrior Formations**

At least 25% of the points value of the army must be selected from Warrior formations

### **Supporting Formations**

Up to 50% of the points value of the army may be selected from supporting formations.

### **Allied Formations**

Up to 25% of the points value of the army may be selected from the allies list. It is unlikely Dwarfs would make an alliance with Elves, but it has been known.

### **Legends of War**

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War. Alternatively you can increase the size of your army with extra formations.

## **Feature Rules**

### **Movement**

Dwarfs are a determined and relentless people. Yet over a longer distance they will lag behind longer legged bipeds. A Dwarf Infantry formations Basic movement rate is unaffected. When double pacing, they add D3" to the basic move, and if quick marching or charging, they add D6". The roll may be made before determining what manoeuvres the formation may want to complete. If charging, the roll should be made after the charge is declared and a charge reaction is given, but before measuring. When charging, It is possible that the dwarf formation will move further than expected and this is quite acceptable, dwarfs love a fight! Flee and pursuit rolls are not affected.

### **Shiny Things**

It takes a well disciplined dwarf to avoid the lure of gold and jewels. If such booty is within 5" and the Front Facing of a Dwarf formation, they must pass a Morale test or become transfixed and weak at the knees from all the shiny trinkets. Should they fail, the Dwarf formation will move towards the booty, endeavouring to move the leader model into contact with the item. Once this occurs, the item is removed, and the Dwarf formation will now act normally.

*There is an enemy spell for this, see Dwarf Smith Magic*

## Armour Value

Traditionally, dwarfs are sturdy, tough and well armoured. To represent this, they have a Durability value of 8

## The Porcupine

A formation unique to the dwarfs. Depending on the options available, spear or pike armed dwarfs may be included in any missile, warrior or hearth guard formation. These occupy the rear ranks.

## Trust

Dwarfs distrust elves and elves are not fond of dwarfs either. When dwarfs are within 10" of an elf formation or personality who is on the same side as they are, the dwarfs Morale value is reduced by 1. Should the elves outnumber the dwarfs, then the dwarfs Morale value is reduced by 2.

## Personalities of War

### Dwarf King

Mo	L	S	Pts
10	3	+1	230

Formation: Personality. A Dwarf King always accompanies a Dwarf Infantry formation, usually the Kings Guard.

Equipment: As unit.

Special: Army General. The Dwarf King has 4 Strategy Intervention Points and a Zone of Command of 10". A Dwarf King may add up to 2 additional Strategy Intervention Points for 20 points each. If the Dwarf King is taken, he is the Army General.

If carried on shields the King has a Zone of Command of 15" for +10 points

If carried on a throne the King has a Zone of Command of 20" for +20 points

**Loyal to the Last** - A formation that accompanies the King may always reroll any failed Morale or Combat Morale test. Should they still fail and rout, such is their shame they may use the Kings Morale Value when attempting to rally.

*Dwarf Kings are usually ample of girth and often need carrying to battle. They rarely take the field, except in times of dire emergency. There are some examples of inept Dwarf Kings, and these will be found in future Legends of War and campaign guides.*

### Hallsman

Mo	L	S	Pts
8	2	+2	140

Formation: Personality

Equipment: As unit.

Special: Army General. A Hallsman has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 2 additional Strategy Intervention Points for 20 points.

May move independently and should they do so, we can assume they have a mount at their disposal, and an Armour Value of 4.

### Dwarf Hall Lord

Mo	L	S	Pts
9	3	+2	180

Formation: Personality. A Dwarf Hall Lord always accompanies a Dwarf Infantry formation, usually Guard.

Equipment: As unit.

Special: Army General. The Dwarf Lord has 2 Strategy Intervention Points and a Zone of Command of 10". A Dwarf Lord may add up to 2 additional Strategy Intervention Points for 20 points each. May act as Army General if the King is not in the army or is killed during the battle.

Should more than one Hall Lord be taken and no King, then one must be nominated as the Army General. If he is killed, then another may assume command.

**Loyal** - A formation that accompanies the Lord and routs may use the Lords Morale Value when attempting to rally.

May act as Army General if a King or Hall Lord is not in the army or is killed during the battle. Should more than one Hallsman be taken and no King or Hall Lord was taken or remains on the field of battle, then one may be nominated as the Army General. If he is killed, then another may assume command.

*Hallsmen are the faithful retainers for the larger Dwarf holds. They can command small forces in their own right on behalf of their Lord or King. More than one Hallsman has, over time and many successful battles, expanded his lands to become known as Lord, or even King.*

*In the Southlands, Hallsman 'Hairless Wilhelm' is often spoken of in revered tones and the halls resonate with the songs of his victories. As the Dwarf armies of King Tottie crumbled and the King fled, Hairless held the left flank against a massive Goblin horde. Aided by the Kings personal Smith, Hairless and his dwarf Hall Guard routed the Goblins and he turned his forces to charge into the flank of the Orcs who were looting the fallen from the Dwarfs centre line rout. These were also*

#### **Smith**

Mo	L	S	Pts
8	2	+1	120

Formation: Personality. May move independently on foot, with an Armour Value of 3

Equipment: As unit. A Smith knows 2 Dwarf spells and may select up to 2 more at 20 points each. A Smith may take an Anvil for 60 points.

Special: The Smith has 2 Magical Intervention Points. They may add up to 2 additional Magical Intervention Points for 20 points each.

*The term Smith is not just used for blacksmiths or iron workers. It is a term used for many craftsmen.*

#### **Army Standard**

Mo	L	S	Pts
8	1	+1	70

Formation: Personality

Equipment: As unit.

Special: Any Dwarf Personality who has the option to become Army General may take an Army Standard and this increases their Zone of Control by 5". Move at the same rate as the Personality whose standard they carry, with an Armour Value of 3.

*Some Dwarf Army Standards have magical or inspirational properties - these are outlined in Legends of War.*

#### **Kings Guard**

Mo	L	S	Pts
9	1	+2	100

Formation: Personality

Equipment: As unit.

Special: A Kings Guard has 1 Strategy Intervention Point and a Zone of Command of 10". May move independently and should they do so, we can assume they have a mount at their disposal, and an Armour Value of 4.

*routed, enabling Hairless to charge the flank of the Shadow Dwarfs, who were busy rounding up prisoners. Taken by surprise, they were also routed and slaughtered. Hairless personally rescued the Kings daughter, and they were later wed. Hairless led the Kings armies to many victories. When King Tottie died Hairless became King although there is more than one tale there from the time of the rescue to when Hairless ascended the throne.*

#### **Lore Smith**

Mo	L	S	Pts
9	3	+1	210

Formation: Personality. May move independently on foot, with an Armour Value of 3

Equipment: As unit. A Lore Smith knows all 6 Dwarf spells. A Lore Smith may take an Anvil for 60 points. One Lore Smith may take the War Anvil for 100 points.

Special: The Lore Smith has 4 Magical Intervention Points. They may add up to 2 additional Magical Intervention Points for 20 points each.

*The mightiest of the Smiths, a Lore Smith really does know it all!*

#### **Berserker**

Mo	L	S	Pts
8	2	D6 +1	80

Formation: Personality

Equipment: As unit.

Special: Must be placed in an infantry formation at the start of the battle and remain there throughout.

A Berserker has no Divine Intervention.

Should the formation flee from combat, and the Berserker still be alive, the victorious formation may not pursue as the Berserker is assumed to stand his ground protecting his fleeing cowardly comrades. The model can then be removed from play.

*Only one berserker may be placed in a formation, as a fight may break out if more than one accompanies a unit!*

*Senior members of the Kings Guard often accompany Dwarf Commanders to battle, acting as the Kings Emissary and carrying out their will. They can also command Dwarf formations. Their deeds of battle are legend, as is their ability to quaff ale!*

## Warrior Formations

### Kings Guard

CA	SA	KA	Mo	Pts
4	3	4	9	35

Formation: Regular

Equipment: The finest and deadliest of weapons, giving an Armour Penetration 1. May be upgraded to Shield Breakers at +2 points per model increasing their AP to 2.

Armour Value: 3

Special: Drilled. May only be taken if a Dwarf King is selected.

*The Kings Guard are the most valiant and trusted of the Dwarf Kings retainers*

### Guard

CA	SA	KA	Mo	Pts
4	3	3	8	25

Formation: Regular

Equipment: The finest and deadliest of weapons, giving an Armour Penetration 1. May be upgraded to Shield Breakers at +2 points per model increasing their AP to 2.

Armour Value: 3

Special: Drilled.

*Be it Hall, Hearth or House, the Guard are the most valiant and trusted of the Dwarf Lords retainers*

### Warriors

CA	SA	KA	Mo	Pts
4	3	3	7	18

Formation: Regular

Equipment: A mix of weapons such as swords, axes and daggers.

Armour Value: 2

Special: Drilled

### Missile Troops

CA	SA	KA	Mo	Pts
3	3	3	7	15

Formation: Regular

Equipment: Hand weapon, light armour and either handgun (5 points), crossbow (5 points) or bow (2 points). May have pavise at 2 points per model

Armour Value: 1

Special: Drilled

### Spear Troops

CA	SA	KA	Mo	Pts
3	3	3	7	18

Formation: Regular

Equipment: Thrusting Spears, light armour and shield. May upgrade to large shield for 2 points per model. Armour Value: 2 (3 with large shield)

Special: May use the Porcupine formation. Drilled

### Pike Troops

CA	SA	KA	Mo	Pts
2	3	3	7	19

Formation: Regular

Equipment: Pike and armour.

Armour Value: 2

Special: May use the Porcupine formation. Drilled  
*Be they exceptionally long spears or pikes, Dwarfs find these weapons more difficult to use, but very effective.*

## Supporting Formations

### Young Blood Warriors

CA	SA	KA	Mo	Pts
2	2	3	6	11

Formation: Light

Equipment: Hand Weapon. May take Thrusting Spear or increase CA to 3 at 2 points per model

Armour Value: 2

Special:

### Young Blood Missile Troops

CA	SA	KA	Mo	Pts
2	2	3	6	10

Formation: Light

Equipment: Hand weapon, light armour and either handgun (5 points), crossbow (5 points) or bow (2 points).

Armour Value: 1

Special: May Skirmish

### Rangers and Scouts

CA	SA	KA	Mo	Pts
3	3	3	7	13

Formation: Skirmish

Equipment: Hand weapon and bow at 2 points or light crossbow at 3 points.

Armour Value: 1

Special: When moving, may roll 2D3 or 2D6 and select the result most suited to their needs.

### Light Cavalry

CA	SA	KA	Mo	Pts
2	3	3	7	19

Formation: Regular

Equipment: Hand weapon and bow at 2 points or light crossbow at 3 points.

Armour Value: 2 (3 from shooting when skirmishing)

Special: May change into Skirmish formation.

*Most dwarfs ride on ponies or small horses.*

### Goat Riders

CA	SA	KA	Mo	Pts
2	3	3	7	19

Formation: Regular

Equipment: Weapon, bites and kicks giving 2 Strikes with AP 1.

Armour Value: 2 (3 from shooting when skirmishing)

Special: May change into Skirmish formation. Leap

- Goats are unaffected when moving through rocky uneven and difficult terrain.

*Goat Riders are found in the mountainous regions, and are well renowned for their sudden attacks on unsuspecting enemy.*

### Heavy Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	29

Formation: Regular

Equipment: Hand weapon and thrusting spear

Armour Value: 4

Special: May count a Rank Bonus of 1 in combat.

*Dwarf heavy cavalry tend to use plough horses and other slow yet tough beasts of burden. Others take more unusual beasts such as boars into battle.*

### Beast Riders

CA	SA	KA	Mo	Pts
3	3	4	7	45

Formation: Regular

Equipment: Teeth or claws, axe or other weapon giving 2 Strikes with an AP 1

Armour Value: 4

Special: May count a Rank Bonus of 1 in combat.

*Riding more unusual beasts such as boars or bears into battle, Beast Riders are considering peculiar, even by Dwarf standards.*

### Berserker Formation

CA	SA	KA	Mo	Pts
3	3	3	9	23

Formation: Light

Equipment: A mix of weapons giving an AP 1

Armour Value: 0

Special: Fanatical. Blind Fury - In any Round of Combat the formation may choose to reroll the 'to hit' misses (and only the misses), have an AP 2 or reroll the 'to kill' misses (and only the misses).

They may only use one of these per Round of Combat and may decide during the Round, not at outset.

A Berserker formation will always Surge (page 128) towards the enemy and charge, regardless of whether they are outnumbered or not. They cannot be stopped from doing this by a Command Test.

When charging, may roll 2D6 and select the higher result.

*Berserkers will pick a fight at the least opportunity, and will go out of their way to do so. Whilst they will fight anything, the usual order of preference for a fight when there is a choice goes as trolls, orcs, goblins, elves, men and then other dwarfs.*

## Machines of War

The Smiths Guild of Engineering and their crazy machines will be added in the next version

In the meantime, use the ones in the rule book or other army lists, or make up your own rules - just let us know what you do!

## Allied Formations

*Men and through dire need or under extreme duress, elves. This will be expanded with more detail in future versions but for now, you have :-*

### Dwarf Pirates

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: Light

Equipment: A mix of weapons

Armour Value: 1

Special: May Skirmish. Pistols - Well skilled at using pistols, in any Round of Combat the Pirates may

choose to reroll the 'to hit' dice (all of them), have an AP 1 or reroll the 'to kill' dice (all of them). They may only use one of these per Round of Combat and may decide during the Round, not at outset  
*These wild fellows literally wear their wealth on their sleeves. There are a number of notable Pirates, and they are very much a 'dwarf for hire'.*

## Legends of War

A series of Dwarf Standards, War Horns and some Personalities will be added here.

### Dwarf Smith Magic

Dwarf magic is cast by Smiths and other dwarfs of knowledge or lore.

#### Berserker Rage

A Dwarf unit becomes possessed with the fury of the Gods. All Strikes (including those of Personalities) are doubled for the next Round of Combat.

Up to 10" - Dangerous Spell

Up to 20" - Deadly Spell

If cast upon a Berserker formation -

Up to 10" - Standard spell

Up to 20" - Dangerous Spell

#### This is Dwarf Armour!

The Dwarfs in this formation can reroll all their armour saves and any saves of a 6 are always successful, regardless of the Armour Penetration of the enemy weapon.

By making the spell *dangerous*, any saves of a 5+ are always successful

By making the spell *deadly*, any saves of a 4+ are always successful

All attempts must be rerolled, not just the failures.

Up to 10" Standard spell

Up to 20" Dangerous Spell

Up to 30" Deadly Spell

#### Tough as an Old Dwarf

Regardless of enemy weapon or Killing Ability, the Dwarfs in this unit can only be killed on a roll of 6

Smith with formation - Standard spell

Up to 10" - Dangerous Spell

Up to 20" - Deadly Spell

#### Bolts and Sparks

Striking his anvil or shield, the Smith fires a bolt of fire towards a target model up to 15" away. The target takes D3 KA4 automatic hits with no Armour Save. Alternatively the Smith may cast a shower of Sparks. This hits all models (friend or foe) up to 8" in the Front Facing of the Smith. Each model takes a single KA3 automatic hit, Armour Saves as normal.

A *Dangerous* Spell, unless using an Anvil when it becomes a *Standard* Spell

#### The Cutting Edge (of Death)

The Dwarf weapons become keen edged. The enemy receives no Armour Save and any 'to hit' rolls of a 6 automatically Kill.

Smith with formation - Standard spell

Up to 10" - Dangerous Spell

Up to 20" - Deadly Spell

#### End Spell

Should they wish to, All Dwarf Smiths may take this spell from the general Spell list. Lore Smiths have it automatically

#### Hail Brothers (and Sisters)!

Should a Dwarf formation be fleeing once this spell is cast they can reroll a failed Rally attempt. *May be recast*

Up to 10" - Standard spell

Up to 20" - Dangerous Spell

### **The Anvil**

Dwarf Smiths may take an anvil. If the Smith is killed, the Anvil is lost. An Anvil is bonded to its owner.

These are static (unless the War Anvil is taken - see later) and should be placed on, or within, 10" of a Dwarf Rally Point. The Smith cannot leave the Anvil and should it be charged by enemy (including skirmish formations) the Smith will cause D3 + 1 automatic kills on the enemy. If the enemy pass their Combat Morale test the Anvil and Smith are removed from play and cause Morale tests in nearby friends as if it were a formation.

An Anvil allows the Smith to reroll any failed spell attempt. They may also cast '*Extend Spell Range*' and should it be cast again, the Smith is protected from the 'Number of the Beast' he just loses a life as normal.

A 40mm square or similar sized base will be sufficient for an Anvil.

### **The War Anvil**

The War Anvil is a mobile Anvil and be taken by a Smith. If the Smith is killed, the War Anvil remains where it is and counts as difficult ground or an obstruction. It may accompany a formation or operate on its own. If moving on its own it moves at 4" in Clear Ground and D3" in anything else. If it remains in a river it will sink and be lost. Should it be charged by enemy (including skirmish formations), the Smith will cause D6 + 2 automatic kills on the enemy. If the enemy pass their Combat Morale test the Anvil and Smith are removed from play and cause Morale tests in nearby friends as if it were a formation. If with a Formation, the War Anvil and Smith add D6 +2 Strikes and counts as a unit size of 3 for outnumbering purposes.

A War Anvil allows the Smith to reroll any failed spell attempt. They may also cast '*Extend Spell Range*' and should it be cast again, the Smith is protected from the 'Number of the Beast' he just loses a life as normal.

The Smith may attempt to cast the '*Transport Self*' spell.

A 50mm square or similar sized base will be sufficient for a War Anvil

## **Enemy Magic**

The following spell is available to enemy spell casters by swapping out a spell before Battle Begins.

### **Shiny Things**

May summon a pile of gold and jewels (or in the case of Berserkers, it could be ale!) A suitable token may be placed within 10" of the Caster and the item Remains in Play until either collected by a Dwarf formation or removed by an End Spell. If the End Spell is cast by a Dwarf, his Morale Value is reduced by 1 while attempting the spell, it is difficult for a Dwarf to make gold vanish!



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