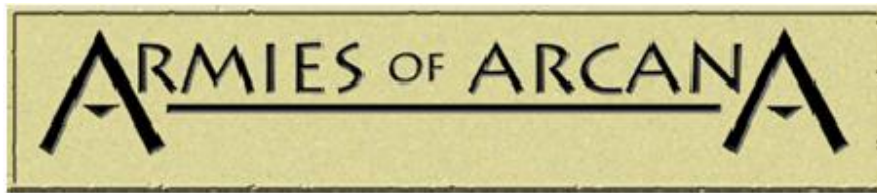


## Dwarves

### Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Axemen	20	5"	1	4 - Shield	4	9	1 / 2		
Double Axemen	19	5"	1	3	4	9	2 / 2		
Pikemen	26	5"	1	4 - Shield	4	9	1 / 2 - Str (1) Long Weapons		
Halberds	24	5"	1	3	4	9	1 / 2 - Str (2) Long Weapons		
Dwarves with Heavy Weapons	18	5"	1	3	4	9	1 / 2 - Str (1)		
Dwarves with 2-handed Weapons	16	5"	1	3	4	9	1 / 2 - Str (2) Last Strike		
Mithril Warriors	29	5"	1	4 Fixed - Shield	4	9	1 / 3 - Str (1) Magical		
Crossbowmen	33	5"	1	3	4	9	1 / 2	Crossbow (18"): 1 / 2 - Str (2)	
Handgunner (Fires every other turn)	37	5"	1	3	4	9	1 / 2	Handgun (21"): 1 / 3 - Str (3), Artillery	
Berserker	24	5"	1	0	4	10	2 / 3 - Str (1)		Berserk
Berserker Boar Rider	41	14"	3	0	4	10	2 / 3 - Str (1) Boar - 1 / 2 - Str (1)		Base: 2 Berserk
Ram Cavalry with Lance	45	10" Rock Climber	2	4	4	9	1 / 2 - Str (1), Long Weapon Ram: 1 / 2		Base: 2 Ram: 1 / 2 - Str (2)
Ram Cavalry with Sword	40	10" Rock Climber	2	4	4	9	1 / 2 - Str (1) Ram: 1 / 2		Base: 2 Ram: 1 / 2 - Str (2)
Bear Cavalry with Lance	80	12" Swim	4	4	4	10	1 / 3 - Str (1), Long Weapon Bear: 3 / 2, Str (1)		Base: 4
Bear Cavalry with Sword	73	12" Swim	4	4	4	10	1 / 3 - Str (1) Bear: 3 / 2 - Str (1)		Base: 4



## Dwarves

### Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Dwarf Lord	200	5"	4	4 fixed Evasion (1)	4	11 Fearless	3 / 4 - Str (3), First Strike, Magical	(1 / 4)	
Dwarf Champion	117	5"	3	4 fixed	4	10 Fearless	3 / 3 - Str (2), First Strike, Magical	(1 / 3)	
Dwarf Wizard	318	5"	3	3 fixed	4	10 Fearless	2 / 3 - Str (1), Magical	(1 / 3)	Spell Caster: Earth
Bear for Characters	+40	12" Swim	3	same as rider	-	same as rider	3 / 2 - Str (1)		Base: 4
Ram for Characters	+18	12" Rock Climber	1	same as rider		same as rider	1 / 2		Base: 2 Ramming 1 / 2, Str (2)

All Dwarven war machines have a Magic Resistance of 4 and Morale of 9, and costs 15 more VP than standard war machines. The reinforcement cost is 56 points.