

Wargames Unlimited Presents

The Dark Dwarves

By Tim Gittins

An Army List For No Quarter



Dark Dwarf by Robert Fransgaard

The Fantasy Battles Miniatures Wargame

The Dark Dwarves

One of the most secretive races in Genayria, are the Dark Dwarves. Enslaved to the will of their god Hakhuc, they toil endlessly creating vast underground complexes in his honour. Typically shunning the light of day, it is only internal strife or the most powerful of leaders that force this evil and twisted race upwards and into conflict with those that inhabit the surface world.

Over all of this Hakhuc watches, demanding toil and sacrifice and those who slacken he curses twisting their bodies into unnatural ugly forms. Some, though only a few, are worthy of Hakhuc's blessing and to these he grants special gifts.

Dark Dwarves who toil beyond all others and whose sacrifices are many, are destined to become powerful leaders and are often referred to as "Sons of Hakhuc".

Composition

One elite unit per core unit.
One support unit per elite or core unit.

One of the character or individual models must be selected as the army General.



Individuals & Leaders

Son Of Hakhuc

Individual

The Dark Dwarf society reveres those most praised by their god and there can be non more so than the Sons of Hakhuc. The Sons of Hakhuc are great leaders and are often responsible for leading this dark race into conflict to further please Hakhuc. If Sons of Hakhuc are present in an army, then one must be chosen as the army General.

Name	AC	RA	CC	ST	T	W	CO
Son Of Hakhuc	10	4	6	6	6	3	7
Weapons	Hammer (UC4, ST+1)						
Armour	Heavy Armour (AR5)						
Special Rules	Inspiring Leadership Unerring Extra Attack (x2) Determined						
Structure	Individual						
Points Cost	116 Points						

Son Of Hakhuc On Winged Bull

Individual

The Dark Dwarves capture and enslave great beasts to their service. Some of these beasts are chosen by the Sons of Hakhuc as mounts, which they ride into battle scattering their foes before them.

Name	AC	RA	CC	ST	T	W	CO
Son Of Hakhuc	10	4	6	6	7	4	7
Winged Bull		3	5	7			
Weapons	Hammer (4UC,ST+1)						
Armour (AR)	Heavy Armour, Shield (AR5)						
Special Rules	Large Model Flying Inspiring Leadership Fear (0) Son Of Hakhuc • Extra Attack (x2) Winged Bull • Extra Attack (x2) • Breathe Fire (UC5, ST4, Small Teardrop) • Tail Attack (UC5, ST+0)						
Structure	Individual						
Points Cost	224 Points						

Hakhuc Of The Holy

Individual

Some blessed Dark Dwarves ascend the ranks to command units of those favoured by their god. Being a blessed Dark Dwarf they will not join or lead a unit of non blessed Dwarves considering these unblessed troops beneath their status.

Name	AC	RA	CC	ST	T	W	CO
Hakhuc Of The Holy	9	4	5	6	5	2	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Heavy Armour, Shield (AR5)						
Special Rules	Wall Of Invulnerability Infamous Fighters May only lead a unit of Blessed Ones						
Structure	Individual						
Points Cost	55 Points						

Praetorian Of Hakhuc

Individual

When the Dark Dwarves go into battle it is a great honour to be chosen to carry the army standard - Let the dark light fall upon those whom Hakhuc has chosen to enslave.

Name	AC	RA	CC	ST	T	W	CO
Praetorian	9	4	5	5	5	2	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Heavy Armour (AR4)						
Special Rules	Battle Standard						
Structure	Individual						
Points Cost	59 Points						

Dolman

Individual

The powers of magic are not easily controlled by the Dark Dwarf race. Those few who have the skills find their way into the ranks of the Dolman.

Name	AC	RA	CC	ST	T	W	CO
Dolman	9	4	4	4	4	2	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Light Armour (AR2)						
Special Rules	Magic User (Level One)						
Structure	Individual						
Points Cost	54 Points						

Sorcerer Of Hakhuc

Individual

Only through extensive study and great devotion to his God can a Dark Dwarf hope to extend his powers to those of a Sorcerer.

Name	AC	RA	CC	ST	T	W	CO
Sorcerer	10	4	4	4	4	3	7
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Light Armour (AR2)						
Special Rules	Magic User (Level Two)						
Structure	Individual						
Points Cost	81 Points						

Hakhuc Centurion

Individual

The lowest in the senior ranks of the legions of the Hakhuc are the Hakhuc centurions.

Name	AC	RA	CC	ST	T	W	CO
Centurion	9	4	5	5	5	2	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Heavy Armour (AR3)						
Special Rules	None						
Structure	Individual						
Points Cost	44 Points						

Elite Units

The Blessed Ones

Elite

Those who find the favour of Hakhuc form elite units. These units are famous for their power and their stubbornness on the battle field.

Name	AC	RA	CC	ST	T	W	CO
Blessed Ones	9	4	5	5	5	1	6
Weapons	Sword / Axe (UC4, ST+1)						
Armour	Heavy Armour, Shield (AR5)						
Special Rules	Wall Of Invulnerability Infamous Fighters						
Structure	8+ Models per unit						
Points Cost	44 Points						

The Legion Of The Rams

Elite

The cave entrances to the Dark Dwarf realms can be found high in the snowy mountain tops. These pathways are heavily guarded by the legion of the rams.

Name	AC	RA	CC	ST	T	W	CO
Legion	9	3	5	4	5	1	6
Weapons	Sword (UC4, ST+1)						
Armour	Heavy Armour (AR4)						
Special Rules	Mighty Strike						
Structure	8+ Models per unit						
Points Cost	43 Points						

Hammers Of Hakhuc

Elite

Toiling to near exhaustion in the forges deep in their underground fortresses, the Dark Dwarf smiths become skilled with wielding the mighty hammers with which they beat out their wicked weaponry.

Name	AC	RA	CC	ST	T	W	CO
Hammers	9	3	6	5	5	1	6
Weapons	Hammer (UC4, ST+1)						
Armour	Heavy Armour (AR4)						
Special Rules	None						
Structure	8+ Models per unit						
Points Cost	40 Points						

Bull Centurion

Elite

The Sorcerers conduct strange magical ceremonies which mutate the Dark Dwarves into powerful beasts. Many of those who attend these ceremonies are warped into Cursed Ones, but a few mutate into the powerful forms of half Dwarf half bull. These creatures band together forming the elite bull centurions.

Name	AC	RA	CC	ST	T	W	CO
Bull Centurion	10	4	5	5	5	2	6
Weapons	Battle Axe (UC5, ST+2)						
Armour	Light Armour (AR3)						
Special Rules	Cavalry Move						
Structure	5+ Models per unit						
Points Cost	62 Points						



Core Units

The Cursed Ones

Core

Those who fail to please Hakhuc are cursed, their bodies mutated into terrible forms. Whenever a Dark Dwarf army takes to the field Cursed Ones will often be present, hoping that their deeds in battle will cause their god to smile on them.

Name	AC	RA	CC	ST	T	W	CO
Cursed Ones	8	4	4	4	4	1	5
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Light Armour (AR2)						
Special Rules	Mutation Fear (0)						
Structure	8+ Models per unit						
Points Cost	26 Points						

Hakhuc Legion

Core

When the Dark Dwarfs go to war, the general populace is enlisted and formed into a legion.

Name	AC	RA	CC	ST	T	W	CO
Hakhuc Legion	9	4	5	5	5	1	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Light Armour (AR3)						
Special Rules	None						
Structure	8+ Models per unit						
Points Cost	34 Points						

Thunder Of Hakhuc

Core

The Dark Dwarfs have played with gunpowder for many centuries, using it to blast out large caverns as they extend their underground realms. The Dark Dwarves have also found other uses for the black powder especially in the creation of weapons of war.

Name	AC	RA	CC	ST	T	W	CO
Thunder	8	5	5	5	5	1	6
Weapons	Blunderbuss (points included) Hand Weapon (UC3, ST+0)						
Armour	Light Armour (AR2)						
Special Rules	None						
Structure	5+ Models per unit						
Points Cost	34 Points						

Support

Farspeech Of Hakhuc

Support

The formidable Farspeech Of Hakhuc is a massive cannon which can hurl earthshattering shells high over the battlefield to cause havoc to the enemies of the Dark Dwarves.

Name	AC	RA	CC	ST	T	W	CO
Cannon	-	-	-	-	7	3	-

Name	UC	CR	MR	LR	ST
Shell	8	12/+1	24/+0	36/-1	7
Special Rules	Indirect Fire 2" Blast Knock Prone				
Points Cost	23 points plus cost of crew				

Support Crew

Support Crew

The crew for the Dark Dwarf support weapons are lightly equipped yet resolute in their service of the mighty machines.

Name	AC	RA	CC	ST	T	W	CO
Crew	9	5	5	4	5	1	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Light Armour (AR2)						
Special Rules	None						
Structure	1 to 3 crew per support weapon						
Points Cost	30 Points						



Dark Dwarf Weapons

Name	UC	CR	MR	LR	ST
Blunderbuss	4	4/+2	8/+0	12/-2	4
Special Rules	Burst Fire (x2)				
Points Cost	4 points				

Name	UC	CR	MR	LR	ST
Breathe Fire	5	Small Template (TS)			4
Special Rules	None				
Points Cost	6 points				