

Wargames Unlimited Presents

DWARF CLANS

An Army List For No Quarter

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The Fantasy Battles Miniatures Wargame

The Dwarven Clans

It is said that before the dawn of the Firstborn, before even the Elves walked the world, the Dwarven Gods carved their children from the toughest stone and metals they could find. With their Founders teaching them to survive, the Dwarves carved their huge Ringholds across the land, the Gods themselves guiding their hands. Each Ringhold reflected a secret map of the universe, maybe even a key to reality itself. As the Dwarves spread out across the land, new Ringholds appeared. Dwarves from the different Clans would travel in peace for months to visit their kinsmen in distant lands to trade, share stories and marry. It was a time of wonder and technological advancement. It was the last time the Dwarves ever knew peace.

Dwarves are regarded as the most tenacious fighters in the world. The main body of the Dwarven land army is its heavily armored and disciplined infantry. These are organized into legions and they are well equipped and armoured - generally in full plate. Most Dwarfs prefer to wear full-face helms that are fashioned in the image of their bestial Blood Totems; hence these vary in construction, complexity and intricacy depending on their rank and standing in society. Some are even forged from the special 'blue steel' - a relatively new alloy that has been developed from new ores discovered deep within the Hold's mines. Some, however, prefer to go into battle bare headed though they decorate their faces in war paint depicting their Clan's symbol.

Special Rules

Throughout the land the dwarven craftsmanship for blacksmith is renown. Their armour is of superior quality and their warmachines have been the fist's of destruction to many castles.

Armour Values

All Dwarfs do not have the same armour restrictions as other races. The Maximum AR rates are as follows:

Core	AR 4
Elite	AR 5

Points Values

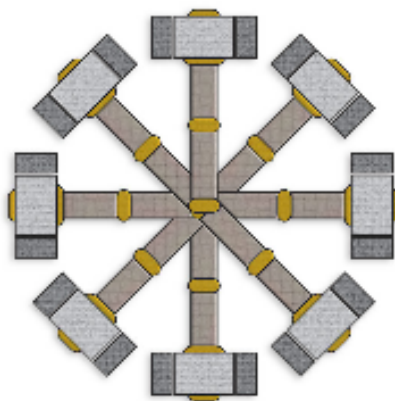
Due to the stocky and resilient nature of Dwarves in general, they do not follow the normal points threshold for core to elite models. Instead of the normal 35 points limit, core Dwarf models may have a points value up to and including 45 points. Any model with a value of 46 points or more is classed as Elite.

Composition

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

One elite unit per core unit.

One support unit per elite or core unit.



Vulture Clan

Core Units

Vulture Clan Legionaires

Core

Vulture Clan Legionaires are the main force of the Dwarven army, they are dependable fighters but all of them are heavily armoured with Plate Armour and a Shield.

Name	AC	RA	CC	ST	T	W	CO
Legionaires	7	4	5	4	5	1	6
Weapons	Sword (UC4, ST+1)						
Armour	Plate & Shield (AR4)						
Special Rules	Sturdy						
Structure	4+ Models per unit						
Points Cost	33 Points						



Vulture Clan Mallet Warriors

Core

Vulture Clan Mallet Warriors are the heavy hitters of the main force, armed with great mallets and clad in heavy armour they smash their enemys to the ground with great relish.

Name	AC	RA	CC	ST	T	W	CO
Mallet Warriors	7	4	5	4	5	1	6
Weapons	Great Mallet (UC5, ST+2, PM-1, Two Handed)						
Armour	Light Plate & Shield (AR4)						
Special Rules	Sturdy						
Structure	4+ Models per unit						
Points Cost	41 Points						



Elite Units

Vulture Clan Crossbowmen

Elite

Vulture Clan Crossbowmen give the slow advancing main force some missile support and keep the flanks free of enemy intrusion.

Name	AC	RA	CC	ST	T	W	CO
Crossbowmen	8	6	4	4	5	1	6
Weapons	Crossbow (UC5, ST5)						
Armour	Plate (AR6)						
Special Rules	Sturdy Extra shot						
Structure	4+ Models per unit						
Points Cost	52 Points						



Individuals

Talon Lord

Core

The Talon Lord is The keeper of the Northern Gates Protecting The Dwarven Realm.

Name	AC	RA	CC	ST	T	W	CO
Talon Lord	12	4	8	5	7	3	8
Weapons	Spear of Virtue (UC5, ST+2, PM-3, 1" Reach)						
Armour	Plate (AR7)						
Special Rules	Sturdy Extra Attack (x3) Inspiring Unwavering						
Structure	Individual						
Points Cost	163 Points						



Dark Tusk Clan

Dark Tusk Warriors are renown for their short temper and their special tusk attack while charging the enemy.

Core Units

Dark Tusk Warriors

Core

Vulture Clan Warriors are the main force of the Dwarven army, they are good fighters but all of them are heavily armoured with plate armour and a shield. When charging into combat the Darktusk Warriors can make their Tusk Attack with their helmets.

Name	AC	RA	CC	ST	T	W	CO
Legionaires	7	4	5	4	5	1	6
Weapons	Sword (UC4, ST+1)						
Armour	Plate & Shield (AR6)						
Special Rules	Sturdy Tusk Attack						
Structure	4+ Models per unit						
Points Cost	41 Points						



Elite Units



Dark Star Warriors Elite

Dark Star Warriors are armed with two handed Morningstars.

Name	AC	RA	CC	ST	T	W	CO
Dark Star	10	4	6	5	5	1	6
Weapons	2-H Morningstar (UC5, ST+2, PM-2, 1" Reach) Knock Prone						
Armour	Plate (AR5)						
Special Rules	Sturdy Tusk Attack Extra Attack (x2)						
Structure	4+ Models per unit						
Points Cost	77 Points						



Dark Axe Warriors Elite

Dark Star Warriors are each armed with a two handed Pickaxe.

Name	AC	RA	CC	ST	T	W	CO
Dark Axe	12	4	6	5	5	1	6
Weapons	Pickaxe (UC5, ST+2, PM-2, Save x2)						
Armour	Plate (AR6)						
Special Rules	Sturdy Tusk Attack Bloodlust						
Structure	4+ Models per unit						
Points Cost	79 Points						

Individuals

Dark Tusk Hero Elite

Dark Star Warriors are each armed with a two handed Pickaxe. These nasty weapons cleave through armour as easily as through cloth.

Name	AC	RA	CC	ST	T	W	CO
Dark Tusk Hero	12	4	7	5	6	3	7
Weapons	Pickaxe (UC5, ST+2, PM-2, Save x2)						
Armour	Plate (AR5)						
Special Rules	Sturdy Determined Extra Attack (x3) Bloodlust Brute						
Structure	Individual						
Points Cost	130 Points						



Generic Troops

Firethrower Team

Support

A Firethrower team always consists of a crew of two dwarves. If at any point one crewmember is killed. The remaining model must make a roll on the following table before each use of the Firethrower.

Dice Roll	Effect
1	Target caught fire (2 wounds, take armour save as normal).
2-6	No effect.
7-9	Jammed!! Cannot use Firethrower this turn.
10	The Firethrower explodes, place a 2.5" blast template on the firethrower. Each model takes a ST5 hit. The Firethrower is destroyed.

Name	AC	RA	CC	ST	T	W	CO
Firethrower Team	12	4	5	4	5	1	6
Weapons	Firethrower (UC6, ST5, TTM) Sword (UC4, ST+1)						
Armour	Plate (AR5)						
Special Rules	Sturdy						
Structure	Support						
Points Cost	125 Points						



Gods and Totems

The Wilding

During the great war, dark primal energies were unleashed throughout all the Ringholds, threatening every Dwarf in the Under Realms. It was only a final defiant act by their Gods which saved the Dwarven race as they shielded their offspring from the brunt of the eldritch sorceries and absorbed it into their own haggard and time-weary frames. The result of this act of sacrifice was madness and devastation as the energy twisted the Founders, re-forging them into berserk and crazed monstrosities; dark, bitter imitations of their former selves.

For years thereafter they ran wild in the Ringholds, the Dwarves forced to fight them to survive. Untold thousands of Dwarves died during this time, unable to bring themselves to take up arms against their mad creator-gods. For those that would fight, untold numbers of warriors met their deaths under the onslaught of the mad gods, an onslaught that was only stopped when the greatest hero of all time, Kahlin Cagn, found a way of taming the berserk beasts and communicating with them on a basic, animalistic level.

In time, he became the first of the Keepers and a whole new era of Dwarven life began. Reconvening the High Council, Cagn passed the secrets he had learned to the other Clans and the role of Keeper spread throughout the Holds. The Caged, as the crazed and twisted Gods soon became known, were now protected by their people, tended to in every way to ease their suffering and calm their minds. In times of war when the Ringhold was threatened however, the Caged were released to protect their kin in new ways, as berserk killing machines on the field of battle. In time, the Keepers began to realize their continual contact with the Caged had affected them on a primal level. They developed strange and wondrous powers, abilities that were divinely derived. At the basest level, they became able to talk to other beasts and understand their wishes, an intuitive bond shared by the Founders with the wild having been passed down to the Keepers. Some Keepers found ways to transform their own bodies and become like the beasts they watched over, inflicting terrible

No Quarter : Dwarven Army List

casualties on Dwarven enemies. This manifestation is referred to as a Blood Totem, the hybrid of the Caged and the Dwarf.

Keepers, for reasons not spoken of, become fixed in their heightened Totem forms. Forever after a Blood Totem, the former Keeper will slowly find his memories fade as the pain shared by his Gods

overwhelms him. In short order his personality and very essence will evaporate leaving only a powerful Blood Totem behind. Now a True Blood Totem, he will be tended to by fellow Keepers and live the rest of his days deep in the bowels of his Ringhold.



Keeper Individual

To Use a Totem you must have at least one Keeper in your army. Keeper's can turn themselves into one of the Blood Totems.

To fulfill the change, the Keeper must spend all of his action points when activated. When he is next activated he will shift form. The keeper then remains in Totem form for 3 turns. At the beginning of the fourth turn he will change back to his normal form.

Name	AC	RA	CC	ST	T	W	CO
Keeper	10	4	6	5	6	3	8
Weapons	Goading Spear (UC5, ST+2, PM-2, Save x2)						
Armour	Plate (AR5)						
Special Rules	Sturdy Bloodlust Fear (1) Unwavering Agressive						
Structure	Individual						
Points Cost	125 Points						

Dark Tusk Totem Individual

Name	AC	RA	CC	ST	T	W	CO
Totem	12	3	7	7	7	5	6
Weapons	Claws (UC3, ST+0) Bite (UC4,ST+1)						
Armour	Hide (AR3)						
Special Rules	Extra Attack (x2) Overrun Fear (2) Unwavering Ram Steadfast						
Structure	Individual						
Points Cost	199 Points						

