

## DWARF ARMY LIST WME V2

Troupes	Types	Attaques <sup>2</sup>	Tir	PV	SVG	CMD	Taille	PTS	Min/max	Spé
warrior	Infanterie	3		4	4+		3	110	2/-	
Handgunner	Infanterie	3	30cm	4	6+		3	90	-/-	1
Rangers	Infanterie	3	30cm	4	5+		3	110	-/2	2
Hammerers	Infanterie	3		4	4+		3	125		12
Miners	Infanterie	3/1		4	6+		3	110	-/1	3
Troll slayers	Infanterie	5		4			3	80	-/2	4
Cannon	Artillerie	1	2X60cm+rebond	2	6+		2	90	-/2	5
Flame Cannon	Artillerie	1	2D6X30cm	2	6+		2	50	-/2	6
Gyrocopter	Machine	1	3X30cm	3	5+		1	75	-/1	7
Zeppelin	Machine	0	6X30cm	3			1	100+30pour barge	1maxpar armée	8
Général	Général	+2				10	1	155		
Héro	Heros	+1				8	1	80		
Runesmith	Heros	+1				8	1	90		9
Anvil	Monture	+1						+50		10
Throne	Monture	+2						+50		11

### 1. Handgunners.

A handgun shot can pierce armour far more easily than an arrow or a crossbow bolt. Therefore, count enemy Armour values as one worse than normal when shot by a handgun. So an armour value of 3+ counts as 4+, 4+ as 5+, and 5+ as 6+, whilst an Armour value of 6+ can't save against a handgun.

## **2. Rangers.**

Although they are infantry the exceptional mobility of Dwarf Rangers means that they can pursue any type of retreating enemy in the same way as, for example, cavalry.

## **3. Miners**

Miners are armed with dynamite and explosives charges. They are allowed to shoot as if they had bows, but their range is reduced to 15cm. However, they may shoot from any edge without turning stands to face their target.

In addition, Miners do not have to be deployed before the game if the player does not wish to do so. Instead individual units can be infiltrated onto the battlefield once the game has begun. To infiltrate a unit, the Dwarf player nominates the point where he wants the Miners to appear and issues an 'infiltration' order from any character. The character does not have to be within his normal command range to issue an infiltration order - the character's command range is considered to extend over the entire tabletop when issuing an infiltration order. Treat the order as issued to the nominated point, and apply any modifiers for distance and proximity of enemy, but ignore penalties for dense terrain. The nominated point must lie either on the table within dense terrain or on any base edge other than the enemy player's own table edge. If successful, place one stand on the nominated spot and arrange the rest of the unit into formation around it. The infiltrated unit cannot be placed so that it touches an enemy unit. Once deployed, orders can be given to the unit by the same character that gave the infiltration order if he is within his normal command range, the infiltrating unit is considered to have used its first order to deploy. If the infiltration order is failed the unit is not deployed and cannot infiltrate that turn, it can attempt to infiltrate in a subsequent turn at the same or a different place.

## **4. Troll Slayers**

Troll slayers are Fanatics. In addition, the Trollers are so enraged that they prefer to face the most dangerous monsters: the bigger they are, the more they like! And they excel both in this art and a Slayer's base receives a +1 Attack bonus when he confronts a monster, ie when he directs his attacks against a Monster's base.

## **5.Cannons**

Follow rules book system for artillery

## **6.Flame cannon**

The Flame cannon shoots at 45 ° and its range is 30cm. The firing of the flame gun is a little unusual. It inflicts 2D6 attacks instead of a constant number: run 2D6 and accumulate the results, if you get a double, it does not shoot as expected! An incident of shooting, the nature of which depends on the double obtained

on the dice, has just occurred. Refer to the fire firing incidents chart. A flaming cannon can fire on an enemy who charges it in the usual way.

1. The Flame Cannon explodes and is destroyed. No attacks are caused.
2. The Flame Cannon emits an enormous belch of fire inflicting a total of  $4+2D6$  attacks on the target before it explodes and destroys itself.
3. The Flame Cannon makes a worrying wheezing noise before spewing out an unusually smoky flame. Six attacks are inflicted this turn but the number of attacks caused by all further shooting is reduced from  $2D6$  to  $1D6$ .
4. The Flame Cannon splutters and its boiler goes out. The crew scramble around to re-light it. The Flame Cannon does not shoot this turn but is otherwise unaffected.
5. The Flame Cannon chuffs out a great gout of soot, covering the target in black smoke and hot coals. Ten attacks are inflicted this turn – otherwise the Flame Cannon is unaffected.
6. The Flame Cannon lurches in its mountings and heaves forth an especially huge flame inflicting  $12 + D6$  attacks on the target. The Flame Cannon is otherwise unaffected

## **7. Gyrocopter**

The gyrocopter is a flying machine subject to all flight rules. The figurine is always a unit by itself, must receive orders individually, can not be part of a Brigade and can not be joined by a combat commander. The gyrocopter is armed with a small weapon with several guns, of short range, whose crank is actuated by the rotor. The engine uses alcohol as fuel (the pilot too!). The rapid gun of the gyrocopter is light and uses small caliber ammunition. It inflicts an Armor penalty of 1 to its targets, so that a  $3+$  Armor value changes to  $4+$ , a  $4+$  moves to  $5+$ , a  $5+$  Changes to  $6+$  and a  $6+$  is canceled. Like flying creatures, gyrocopters can fly over obstacles without being able to complete their movement in a wood. The Gyrocopter can fire at  $360^\circ$

## **8. Zeppelin**

The Zeppelin is a flying machine from the latest Dwarf technologies. He embarks a small contingent of dwarf engineers who from a position in altitude cause a deluge of lead and hand bombs to rain on the enemy positions.

### **High Altitude War Machine**

The Zeppelin is considered a flying figure with a movement of 30cm. Unlike characters it has no CdT value and cannot command units.

The zeppelin is out of range of all shots yet it remains sensitive and a valid target for spells.

If an enemy unit has received an order, it is intercepted. Otherwise if it is contacted by a unit it is simply moved from the minimum distance to not hinder.

When intercepted the Zeppelin immediately makes 6 counter-charge shots touching on  $4+$  and modifying by the save. Once this shot resolves cast 1d6 and add 1 for each inflicted damage:

1-5: the fragile zeppelin is engaged, destroyed and counts as loss.

6+: The attacker is pushed 1cm away from the Zeppelin and can no longer move for this phase, which cancels the fight.

#### Airborne Artillery

During the shooting phase the Zeppelin can make 6 shots at 30cm on 5+ ignoring the cutlery and inflicting -1 on the Svg.

The Zeppelin targets the closest non-committed enemy unit, ignoring any set and other units.

Perform the repulse test but only to determine confusion and dispersion (the unit remains in place).

#### Barge

For + 30pts the Zeppelin may include a landing craft.

If this is the case, at the beginning of the game, the player may not deploy a Treoll slayer unit that is kept in reserve (it is shipped to the Zeppelin). If the Zeppelin is destroyed while the Slayers are on board, they are also destroyed and count as losses.

#### landing

Once per game during the magic phase the Dwarf player may declare that the Zeppelin drops the dwarves at low altitude.

#### Throw 1D6:

1: Shovel: the Zeppelin descends too fast, plows the ground, drops the killers, and crashes further. He is removed from the game and counts as a loss. The killers are miraculously safe.

2-3: brutal landing: throw 1D6 per pedestals on 6 it is destroyed

4-6: manly landing: no effect

### **9. Runesmith.**

Although they are not wizards and cannot therefore cast spells, Dwarf Runesmiths can combat the magic of their enemies. If an enemy Wizard who is within 50cm of the Runesmith casts a spell the Runesmith can attempt to 'anti-magic' it. Note that it does not matter what the spell is or where it is cast, the Runesmith can 'anti-magic' it so long as the caster is within 50cm. To determine if this works roll a D6 - on the score of 4, 5 or 6 the Runesmith has succeeded and the spell doesn't work, it is dispelled by the Runesmith's defiant efforts. If he fails then the Runesmith's efforts come to nothing and the spell works as normal. A Runesmith can attempt to anti-magic any number of spells in a turn, but only one attempt can be made to anti-magic any individual spell - even if the army includes more than one Runesmith and several are in range of the enemy Wizard.

### **10. Anvil of doom**

An army may include only one Anvil, incorporated into the base of the Rune Master. If the Rune Master is accompanied by the Anvil, it may, once per game, add +1 to the result of the die roll at its dissipation roll of an enemy spell. A unit joined by the Anvil of Fate causes terror among its enemies. A Master of the Runes accompanied by an anvil sees its movement limited to 40cm.

### **11. Throne of power**

+2 attacks (represents the personal guard of the lord), movement limited to 40 cm, Tenacity if the throne of power joins a unit it adds +1 to the result of the combat. Only the general can mount a throne of power.

### **12. Hammerers**

The Hammerers wins + 1 A per bases during their first round of combat for each combat they are going to deliver.