



DWARFS



WARSROLLS
COMPENDIUM

INTRODUCTION

The air rings with cannon fire and booming Khazalid hymns as the Dispossessed go to war. No more resolute or resilient force is there in all the Mortal Realms, and when these duardin set forth from the gates of

Azyrheim the ground shakes to their marching tread. The Dispossessed have lost everything they held dear to the servants of Chaos. All these duardin have left is their grudges, and they fight harder than ever to see them avenged.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords.

Sometimes a rule will say that it only applies to models that have a specific keyword.

1 THOREK IRONBROW

2

MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Klad Brak	Ruic Hammers	1"	2	3+	3+	-1	2

3 **DESCRIPTION**
This model consists of an Averil of Dooms, two loyal Averil Guards and Thorek Ironbrow. Ironbrow wields his Forghammer, Klad Brak, and the Averil Guards both bear Ruic Hammers. He single-handedly spearheads the Ironbrow's assault.

4 **ABILITIES**
Averil of Dooms: This model cannot make charge moves.

Master Runes of Spellbreaking: Thorek Ironbrow can attempt to unbind two spells in each enemy hero phase as if he were a wizard. You can add 2 to any unbinding rolls for Thorek.

5 **KEYWORDS** ORDER, DUARDIN, DISPOSSESSED, HERO, PRIEST, RUNELORD, THOREK IRONBROW

2

MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Forging Tonga		1"	1	4+	5+	-1	1

3 **DESCRIPTION**
Kraggi is a single model who toils away at a raging forge furnace. He is Thorek Ironbrow's personal assistant, and in dire times uses his Forging Tonga to bash in the heads of nearby foes.

4 **ABILITIES**
Overcharged: Kraggi makes 3 attacks instead of 1 while he is within 5" of THOREK IRONBROW.

Enthusiastic, Young Assistant: Kraggi is an apprentice, found with his master, but has yet to fully make a name for himself. He makes him very eager. Kraggi can attempt to cast a spell in the enemy hero phase as if he were a wizard. You can re-roll the unbinding attempt if you are younger than your opponent.

5 **KEYWORDS** ORDER, DUARDIN, DISPOSSESSED, HERO, PRIEST, Kraggi

HIGH KING THORGRIM GRUDGEBEARER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Axe of Grimnir	1"	4	3+	3+	-2	3
Runic Hammers	1"	4	3+	4+	-	1

DESCRIPTION

High King Thorgrim Grudgebearer is a single model that consists of the Throne of Power, four Thronebearers and the High King himself. Thorgrim bears the Axe of Grimnir, wears the Armour of Skaldour and bears the Great Book of Grudges into battle. His Shieldbearers each wield a Runic Hammer.

ABILITIES

The Armour of Skaldour: You can re-roll failed save rolls for Thorgrim.

Great Book of Grudges: When Thorgrim is set up, select an enemy unit on the battlefield. You can re-roll any failed wound rolls when a **DISPOSSESSED** model from your army targets that unit. In addition, if you lose the battle, write down the name of your opponent's general. The next time Thorgrim faces this general, you can select an additional 3 enemy units for this ability to apply to (one must be or include the enemy general).

COMMAND ABILITY

The High King: If Thorgrim uses this ability, then until your next hero phase all **DISPOSSESSED** units from your army make one extra attack with each of their melee weapons if they are within 8" of him when they attack in the combat phase.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, DWARF LORD,
HIGH KING THORGRIM GRUDGEBEARER

THOREK IRONBROW



MELEE WEAPONS

Klad Brakak

Range

Attacks

To Hit

To Wound

Rend

Damage

Runic Hammers

2"

2

3+

3+

-1

2

1"

4

3+

4+

-1

1

DESCRIPTION

This model consists of an Anvil of Doom, two loyal Anvil Guards and Thorek himself. Thorek Ironbrow wields his Forgehammer, Klad Brakak, and the Anvil Guards both bear Runic Hammers to smite any who dare approach.

ABILITIES

Anvil of Doom: This model cannot make charge moves.

Master Runes of Spellbreaking: Thorek Ironbrow can attempt to unbind two spells in each enemy hero phase as if he were a wizard. You can add 2 to any unbinding rolls for Thorek.

Strike the Runes: In your hero phase, Thorek can pray to the Ancestor Gods and strike a rune of power. If he does so, pick one of the following runes and roll a dice. On a 1 Thorek doesn't strike the rune correctly (but blames his failure on his poor assistant) and nothing happens. On a roll of 2 or more the rune is struck correctly and its effect takes place. If this model is within 4" of **KRAGGI**, Thorek can attempt to strike two different runes in your hero phase, instead of just one.

Rune of Hearth and Home: Pick a visible **DISPOSSESSED** unit within 24". Until your next hero phase, that unit does not need to take battleshock tests.

Rune of Oath and Steel: Pick a visible **DISPOSSESSED** unit within 24". Until your next hero phase, add 1 to any save rolls for this unit.

Rune of Wrath and Ruin: Pick a visible enemy unit within 24". That unit suffers D3 mortal wounds.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, PRIEST, RUNELORD, THOREK IRONBROW

KRAGGI



MELEE WEAPONS

Forging Tongs

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

4+

5+

-

1

DESCRIPTION

Kraggi is a single model who toils away at a raging forge furnace. He is Thorek Ironbrow's overworked but enthusiastic assistant, and in dire times uses his Forging Tongs to bash in the heads of nearby foes.

ABILITIES

Overworked: Kraggi makes 3 attacks instead of 1 whilst he is within 5" of **THOREK IRONBROW**.

Enthusiastic Young Assistant: Kraggi is an apprentice Runesmith who has barely been smithing a century, but his youthfulness makes him very eager. Kraggi can attempt to unbind one spell in the enemy hero phase as if he were a wizard. You can re-roll the unbinding attempt if you are younger than your opponent.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, PRIEST, KRAGGI

BELEGAR IRONHAMMER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hammer of Angrund	1"	4	3+	3+	-1	D3

DESCRIPTION

Belegar Ironhammer is a single model. He bears the Hammer of Angrund and carries the Shield of Defiance.

ABILITIES

Shield of Defiance: Halve any wounds or mortal wounds inflicted on Belegar Ironhammer (rounding up).

Belegar's Oath Stone: In the hero phase, Belegar Ironhammer can stand atop his oath stone to increase the resolve of his followers. If he does so, he cannot move until his next hero phase, but all **DISPOSSESSED** units from your army within 18" in the battleshock phase may use Belegar's Bravery instead of their own.

Revenge Incarnate: Once per battle, after Belegar Ironhammer has attacked in the combat phase, he can immediately attack again.

COMMAND ABILITY

Oath of Vengeance: If Belegar Ironhammer uses this ability, pick one enemy unit that is within 16". Until your next hero phase, any **DISPOSSESSED** model from your army that targets that unit in the combat phase can make one extra attack with each of its melee weapons.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, DWARF LORD, BELEGAR IRONHAMMER

UNGRIM IRONFIST THE SLAYER KING



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Dargo	1"	4	3+	3+	-2	2

DESCRIPTION

Ungrim Ironfist the Slayer King is a single model. He wields the mighty Axe of Dargo and wears the Dragon Cloak of Fyrskar.

ABILITIES

Slayer Oath: You can add 1 to any wound rolls for Ungrim Ironfist if the target of the attack has more than 1 Wound.

A Mighty Death: If Ungrim Ironfist is slain in the combat phase, roll a dice before he is removed. On a roll of 4 or more, you can inflict D6 mortal wounds on the enemy unit that struck the fatal blow.

Dragon Cloak of Fyrskar: Roll a dice each time Ungrim Ironfist suffers a wound or a mortal wound. On a 6 that wound or mortal wound is deflected by the Dragon Cloak of Fyrskar and is ignored.

COMMAND ABILITY

The Slayer King: If Ungrim Ironfist uses this ability, pick one **DISPOSSESSED** unit within 16". Until your next hero phase, you can add 1 to all hit and wound rolls for that unit in the combat phase.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, DWARF LORD, UNGRIM IRONFIST THE SLAYER KING

JOSEF BUGMAN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bugman's Crossbow	20"	1	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ol' Trustworthy	1"	4	3+	3+	-1	1

DESCRIPTION

Josef Bugman is a single model. He is armed with his axe, Ol' Trustworthy, a Crossbow, and carries his family heirloom, Bugman's Tankard.

ABILITIES

Bugman's Rangers: Instead of setting up this model, you can inform your opponent that you will be launching an ambush. Place this model and up to 1 unit of **QUARRELLERS** – Bugman's Rangers – to one side. In any of your movement phases after the first, you can set up Bugman and his Rangers anywhere on the battlefield more than 9" from the enemy. This is their move for that movement phase.

Bugman's Tankard: Bugman, or a **DISPOSSESSED HERO** from your army within 4", can drink from this tankard in your hero phase to refresh and restore themselves. Any model that does so heals D3 wounds.

Liquid Fortification: You can add 1 to the Bravery of Josef Bugman and any **DISPOSSESSED** unit from your army within 4" of him whilst you are holding a drink.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, JOSEF BUGMAN

GRIMM BURLOKSSON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grudge-Raker	16"	D6	3+	3+	-1	1
Brace of Dwarf Pistols	9"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam-powered Gauntlet	1"	1	4+	3+	-1	D3
Cog Axe	1"	3	3+	3+	-1	1

DESCRIPTION

Grimm Burloksson is a single model. He is equipped with a veritable arsenal of weapons, including a Brace of Dwarf Pistols and the experimental handgun Grudge-Raker to despatch his foes from a distance. He is also armed with his Cog Axe and a Steam-powered Gauntlet for when things get up close and personal.

ABILITIES

Master Engineer: In your hero phase, Grimm Burloksson can repair a single **WAR MACHINE** within 4". That model repairs D3 wounds.

Experimental Weaponry: After set up is complete, you may select one unit of either **QUARRELLERS** or **THUNDERERS**. During the battle, add 6" to the range of all missile weapons used by that unit.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, ENGINEER, GRIMM BURLOKSSON

DWARF LORD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dwarf Pistol	8"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rune Weapon	1"	4	3+	3+	-1	D3
Great Rune Weapon	1"	3	3+	3+	-2	3
Shieldbearers' Hammers	1"	2	4+	4+	-	1

DESCRIPTION

A Dwarf Lord is a single model. Some Dwarf Lords wield a Rune Weapon in one hand and an Ancestor Shield in the other. Other Dwarf Lords prefer the heft and killing power of a double-handed Great Rune Weapon. A few Dwarf Lords instead go to war armed with a Rune Weapon and a finely-crafted Dwarf Pistol.

SHIELDBEARERS

Some Dwarf Lords are carried proudly aloft by a group of Shieldbearers. A Dwarf Lord with Shieldbearers has a Wounds characteristic of 7 rather than 5, and gains the Shieldbearers' Hammers attack.

ABILITIES

Ancestor Shield: A Dwarf Lord with an Ancestor Shield has a save of 3+, instead of 4+.

Stubborn Oath Keeper: In the hero phase, a Dwarf Lord can swear an oath to stand his ground, calling on his warriors' stoicism. If he does so, he cannot move until his next hero phase, but all **DISPOSSESSED** units from your army within 18" in the battleshock phase increase their Bravery by 1.

COMMAND ABILITY

Ancestral Grudge: If a Dwarf Lord uses this ability, pick one enemy unit within 16". Until your next hero phase, you can add 1 to wound rolls for all attacks made by **DISPOSSESSED** models that target that unit.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, DWARF LORD



RUNELORD

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rune Staff	1"	1	4+	3+	-	D3
Forgehammer	1"	2	4+	4+	-	1

DESCRIPTION

A Runelord is a single model. He is armed with a Rune Staff and a Forgehammer.

ABILITIES

Runes of Spellbreaking: A Runelord can attempt to unbind one enemy spell in the enemy hero phase as if he were a wizard. You can add 2 to any unbinding rolls for a Runelord.

Rune Lore: In your hero phase a Runelord can pray to the Ancestor Gods to imbue his allies' weapons and armour with power. If he does so, pick a **DISPOSSESSED** unit within 16" (pick a unit within 24" instead if the Runelord is within 8" of **THOREK IRONBROW**), select a power and roll a dice; on a 1 the Runelord has failed and nothing happens. On a roll of 2 or more the runes hammered into his allies' wargear glow white-hot with rune magic and the power takes effect.

Ancestral Shield: Until your next hero phase, you can roll a dice whenever a model in this unit suffers a wound or a mortal wound. On a 6, that wound or mortal wound is ignored.

Forgefire: Until your next hero phase, increase the Rend characteristics of the unit's weapons by 1 (i.e. -2 becomes -1, -1 becomes -2 and so on).

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, PRIEST, RUNELORD

DRAGON SLAYER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Runic Axes	1"	6	3+	3+	-1	1
Runic Great Axe	1"	3	3+	3+	-2	D3

DESCRIPTION

A Dragon Slayer is a single model. Many Dragon Slayers march to seek their doom in battle armed with a pair of Runic Axes, whilst others are equipped with a single double-handed Runic Great Axe.

ABILITIES

Runic Axes: A Dragon Slayer armed with two Runic Axes can launch a flurry of blows. You can re-roll all hit rolls of 1 for a model armed with Runic Axes.

Epic Deathblow: If a Dragon Slayer is slain in the combat phase, roll a dice before it is removed. On a roll of 4 or more, you can inflict D3 mortal wounds on the enemy unit that struck the fatal blow (inflict D6 mortal wounds instead if a **MONSTER** struck the final blow).

Master Slayer: Attacks made by a Dragon Slayer inflict double Damage against **MONSTERS**.

Slayer Oath: You can add 1 to any wound rolls for a Dragon Slayer if the target of the attack has more than 1 Wound.

The Slayer King: Dragon Slayers make an extra attack with their melee weapon whilst within 8" of **UNGRIM IRONFIST THE SLAYER KING**.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, DRAGON SLAYER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dwarf Pistol	8"	1	3+	3+	-1	1
Dwarf Handgun	16"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Guild Hammer and Tools	1"	4	4+	4+	-	1
Steam Hammer	1"	2	3+	3+	-1	2

DESCRIPTION

A Dwarf Engineer is a single model. All Dwarf Engineers are equipped with a Guild Hammer and Tools. Some Dwarf Engineers also go to war with a massive Steam Hammer and a Dwarf Pistol, while others prefer to arm themselves with a Dwarf Pistol in each hand (and another few tucked in their backpack or belt). A few Dwarf Engineers instead supplement their tools with a trusted Dwarf Handgun for targeting enemies at longer distances.

ABILITIES

Brace of Dwarf Pistols: A Dwarf Engineer armed with more than one Dwarf Pistol can shoot twice in the shooting phase instead of once.

Engineer: In your hero phase, a Dwarf Engineer can repair a single **WAR MACHINE** within 4". That model repairs 1 wound.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, ENGINEER

THANE WITH BATTLE STANDARD



MELEE WEAPONS

Ancestral Hammer

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-	1

DESCRIPTION

A Thane with Battle Standard is a single model. He is armed with an Ancestral Hammer and carries the War Throng's Ancestral Rune Standard.

ABILITIES

Honour of the Clan: It is a Thane's duty to uphold the honour of his clan, and his fighting prowess is as deadly as his beard is

magnificent. You can re-roll any failed hit rolls when attacking with a Thane so long as you have a bigger and more impressive beard than your opponent.

Ancestral Rune Standard: In your hero phase, a Thane can plant his Standard. If he does so, you may not move the Thane until your next hero phase, but he gains the following abilities:

Stubbornness of the Ancestors:

DISPOSSESSED units from your army within 16" of the Ancestral Rune Standard do not need to take battleshock tests.

Rune of Spellbreaking: Subtract 2 from any casting roll for a **WIZARD** from your army within 16" of the Ancestral Rune Standard.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HERO, TOTEM, THANE WITH BATTLE STANDARD



MELEE WEAPONS

Gromril Great Hammer

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Hammerers has 5 or more models. They are armed with Gromril Great Hammers.

THRONG MUSICIAN

Models in this unit can be Hornblowers or Drummers. When a unit containing any Hornblowers or Drummers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

STANDARD BEARER

Models in this unit may be Standard Bearers. If you fail a battleshock test for a unit that has any Standard Bearers, halve the number of models that flee (rounding up).

KEEPER OF THE GATE

The leader of this unit is the Keeper of the Gate. A Keeper of the Gate makes 3 attacks rather than 2.

ABILITIES

Kingsguard: You do not need to take battleshock tests for this unit if it is within 16" of a **DISPOSSESSED HERO** from your army in the battleshock phase.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, HAMMERERS

IRONBREAKERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakefire Pistol	8"	1	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakefire Pistol	1"	1	4+	4+	-	1
Ironbreaker Axe or Hammer	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Ironbreakers has 5 or more models. Ironbreakers are clad in suits of Gromril Armour. Each Ironbreaker goes to war armed with an Ironbreaker Axe or Hammer in one hand and a sturdy Gromril Shield in the other.

IRONBEARD

The leader of this unit is an Ironbeard. Some Ironbeards choose to wield an Ironbreaker Axe or Hammer and a Gromril Shield. An Ironbeard makes 3 attacks with an Ironbreaker Axe or Hammer instead of 2. Other Ironbeards are armed with a single Drakefire Pistol – with which they can shoot the foe at range or club them in close combat – and a Cinderblast bomb, whilst some prefer to fight with a Drakefire Pistol in each hand.

ICON BEARER

Models in this unit may be Icon Bearers. Roll a dice if an enemy spell affects a unit with any Icon Bearers. On a roll of a 5 or a 6, that spell has no effect on the unit (but it will affect other units normally).

DRUMMER

Models in this unit can be Drummers. When a unit containing any Drummers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES

Brace of Drakefire Pistols: You can make 2 attacks for an Ironbeard armed with more than one Drakefire Pistol in both the shooting and the combat phases.

Cinderblast Bomb: Once per battle, a model with a Cinderblast Bomb can throw it in your shooting phase. To do so, pick a unit within 6" and roll a dice; on a 2 or more, that unit suffers D3 mortal wounds.

Gromril Shields: This unit can create a shield wall instead of running or charging in its turn. If it does so, re-roll all failed save rolls for the unit in the combat phase until its next movement phase.

Forge-proven Gromril Armour: When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, IRONBREAKERS

IRONDRAKES



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakegun	16"	1	3+	3+	-1	1
Trollhammer Torpedo	20"	1	3+	3+	-2	D3
Drakefire Pistol	8"	1	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakefire Pistol	1"	1	4+	4+	-	1
Mailed Fist	1"	1	4+	5+	-	1

DESCRIPTION

A unit of Irondrakes has 5 or more models. Irondrakes are clad in suits of Gromril Armour and are armed with Drakeguns to shoot the foe at range. Irondrakes can punch foes in close combat with their Mailed Fists.

IRONWARDEN

The leader of this unit is an Ironwarden. Some Ironwardens wield a Drakegun, whilst others prefer to go into battle with a Trollhammer Torpedo. These Ironwardens are more than happy to punch foes in the face with their Mailed Fists. You can add 1 to hit rolls for an Ironwarden shooting a Drakegun.

Other Ironwardens are instead equipped with a single Drakefire Pistol – with which they can shoot the foe at range or club them in close combat – and a Cinderblast bomb, whilst some prefer to fight with a Drakefire Pistol in each hand.

ICON BEARER

Models in this unit may be Icon Bearers. Roll a dice if a spell affects a unit with any Icon Bearers. On a roll of a 5 or a 6, that spell has no affect on the unit (but it will affect other units normally).

HORNBLOWERS

Models in this unit can be Hornblowers. When a unit containing any Hornblowers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES

Brace of Drakefire Pistols: You can make 2 attacks for an Ironwarden armed with more than one Drakefire Pistol in both the shooting and the combat phases.

Trollhammer Torpedo: A Trollhammer Torpedo inflicts D6 Damage instead of D3 if the target has the **MONSTER** keyword.

Cinderblast Bomb: Once per battle, an Ironwarden with a Cinderblast Bomb can throw it in your shooting phase. To do so, pick a unit within 6" and roll a dice; on a 2 or more, that unit suffers D3 mortal wounds.

Forge-proven Gromril Armour: When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

Blaze Away: Irondrakes can shoot twice with their Drakeguns if they did not move in their preceding movement phase and there are no enemy models within 3".

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, IRONDRAKES

LONGBEARDS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral Axe or Ancestral Hammer	1"	1	3+	4+	-	1
Ancestral Great Axe	1"	1	4+	3+	-1	1

DESCRIPTION

A unit of Longbeards has 10 or more models. Some units of Longbeards wield treasured Ancestral Axes or Ancestral Hammers. Other units prefer to march to war wielding double-handed Ancestral Great Axes to cut down the foe. In addition, some units carry sturdy Gromril Shields.

OLD GUARD

The leader of this unit is the Old Guard. An Old Guard makes 2 attacks.

STANDARD BEARER

Models in this unit may be Standard Bearers. If you fail a battleshock test for a unit that has any Standard Bearers, halve the number of models that flee (rounding up).

THRONG MUSICIAN

Models in this unit can be Hornblowers or Drummers. When a unit containing any Hornblowers or Drummers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES

Gromril Shields: This unit can create a shield wall instead of running or charging in its turn. If it does so, re-roll all failed save rolls for the unit in the combat phase until its next movement phase.

Old Grumblers: In your hero phase, you can complain about something in a suitably Dwarfish manner. For example, the hardships you endured when you were younger, how the youth of today don't respect their elders, how expensive beer is etc. If you do, this unit of Longbeards will join in and you can pick one of the grumblings listed below. The effects last until your next hero phase.

'I thought Dwarfs were made of sterner stuff!': Roll a dice each time a **DISPOSSESSED** model from your army flees whilst within 8" of this unit; on a 5 or more that model stands firm under the Longbeards' stern gaze and does not flee.

'Who does this bearding think he is?': **DISPOSSESSED HEROES** from your army within 8" of this unit in the hero phase can use their command abilities even if they are not your general.

'Goblins are weedier these days!': You can re-roll wound rolls of 1 for **DISPOSSESSED** models from your army that are within 8" of this unit when they attack in the combat phase.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, LONGBEARDS

DWARF WARRIORS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dwarf Axe or Dwarf Hammer	1"	1	3+	4+	-	1
Double-handed Dwarf Axe	1"	1	4+	3+	-1	1

DESCRIPTION

A unit of Dwarf Warriors has 10 or more models. Most Dwarf Warriors enter battle armed with either a Dwarf Axe or a Dwarf Hammer, but some units prefer instead to wield Double-handed Dwarf Axes to cut down their foes with mighty swings. Many units also carry sturdy Dwarf Shields.

VETERAN

The leader of this unit is the Veteran. A Veteran makes 2 attacks rather than 1.

STANDARD BEARERS

Models in this unit may be Standard Bearers. Standard Bearers can carry either a Runic Icon or a Clan Banner.

HORNBLOWERS

Models in this unit can be Hornblowers. When a unit containing any Hornblowers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES

Resolute in Defence: You can re-roll failed wound rolls of 1 when attacking with a Dwarf Warrior in your opponent's combat phase. You can instead re-roll all failed wound rolls for a Dwarf Warrior if its unit has 20 or more models when it attacks in your opponent's combat phase.

Dwarf Shields: A unit equipped with Dwarf Shields can create a shield wall instead of running or charging in its turn. If it does so, re-roll all failed save rolls for the unit in the combat phase until its next movement phase.

Runic Icon: Roll a dice if a spell affects a unit with any Runic Icons. On a roll of a 5 or a 6, that spell has no affect on the unit (but it will affect other units normally).

Clan Banner: If you fail a battleshock test for a unit that has any Clan Banners, halve the number of models that flee (rounding up).

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, DWARF WARRIORS

MINERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blasting Charges	6"	1	4+	3+	-2	1
Steam Harpoon	16"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Miner's Pickaxe	1"	1	4+	3+	-1	1
Steam Drill	1"	1	4+	3+	-3	D3
Mule's Bite	1"	1	5+	6+	1	1

DESCRIPTION

A unit of Miners has 10 or more models. Dwarf Miners are armed with double-handed Miner's Pickaxes.

PROSPECTOR

The leader of this unit is the Prospector. Some Prospectors fight with a Miner's Pickaxe, but some instead wield a Steam Drill in battle. A Prospector makes 2 attacks rather than 1 when attacking with a Miner's Pickaxe.

MINING CART

A unit of Miners can have one Mining Cart. A Mining Cart has 4 Wounds instead of 1. It is pulled by a stubborn Mule that will Bite any foe that annoys it – it cannot attack with any other weapons. A Mining Cart is filled with all sorts of mining equipment that the miners can use in battle – whilst a unit of Miners includes a Mining Cart they gain the Blasting Charges attack. Some Mining Carts also carry Steam Harpoons.

HORNBLOWERS

Models in this unit can be Hornblowers. When a unit containing any Hornblowers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either a Runic Icon or a Clan Banner.

ABILITIES

Underground Advance: Instead of setting up a Dwarf Miners unit on the battlefield, you may place it to one side and say that it is set up underground. In any of your movement phases, the Dwarf Miners can surface. When they do so, set up the unit on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

Runic Icon: Roll a dice if a spell affects a unit with any Runic Icons. On a roll of a 5 or a 6, that spell has no effect on the unit (but it will affect other units normally).

Clan Banner: If you fail a battleshock test for a unit that has any Clan Banners, halve the number of models that flee (rounding up).

Steam Harpoon: If a unit of Dwarf Miners includes a Mining Cart with a Steam Harpoon, and the unit did not move in its movement phase (or arrive on the battlefield using the Underground Advance ability), they can ready the Steam Harpoon and use it as a makeshift weapon. If they do so, one Dwarf Miner within 1" of the Mining Cart can fire the Steam Harpoon in the shooting phase.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, MINERS

QUARRELLERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dwarf Crossbow	20"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ranger's Axe	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Quarrellers has 10 or more models. They go to war armed with Dwarf Crossbows and Ranger's Axes. Some units of Quarrellers are also equipped with Dwarf Bucklers.

VETERAN

The leader of this unit is the Veteran. You can add 1 to hit rolls for a Veteran when he fires his Dwarf Crossbow.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either a Runic Icon or a Clan Banner.

DRUMMERS

Models in this unit can be Drummers. When a unit containing any Drummers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES

Dwarf Bucklers: If a unit is equipped with Dwarf Bucklers, it can create a shield wall instead of running or charging in its turn. If it does so, re-roll all failed save rolls for the unit in the combat phase until its next movement phase.

Volley Fire: Quarrellers can shoot twice if their unit has 20 or more models and there are no enemy models within 3".

Runic Icon: Roll a dice if a spell affects a unit with any Runic Icons. On a roll of a 5 or a 6, that spell has no affect on the unit (but it will affect other units normally).

Clan Banner: If you fail a battleshock test for a unit that has any Clan Banners, halve the number of models that flee (rounding up).

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, QUARRELLERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slayer Axes	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Slayers has 5 or more models. Slayers are armed with a variety of Axes.

GIANT SLAYER

The leader of this unit is the Giant Slayer. A Giant Slayer makes 3 attacks rather than 2.

ICON BEARER

Models in this unit may be Icon Bearers. Roll a dice if a spell affects a unit with any Icon Bearers. On a roll of a 5 or a 6, that spell has no affect on the unit (but it will affect other units normally).

HORNBLOWER

Models in this unit can be Hornblowers. When a unit containing any Hornblowers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES

Seeking a Glorious Death: You do not need to take battleshock tests for a unit of Slayers if they can see an enemy **MONSTER**.

Deathblow: If a Slayer is slain in the combat phase, roll a dice before it is removed. On a roll of 4 or more, you can inflict 1 mortal wound on the enemy unit that struck the fatal blow after all of its attacks have been made.

Slayer Oath: You can add 1 to any wound rolls for a Slayer if the target of the attack has more than 1 Wound.

The Slayer King: Slayers make an extra attack with their Slayer Axes whilst their unit is within 8" of **UNGRIM IRONFIST THE SLAYER KING**.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, SLAYERS

THUNDERERS



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Dwarf Handgun		16"	1	4+	3+	-1	1
Brace of Dwarf Pistols		8"	2	4+	3+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Gun-butts		1"	1	4+	5+	-	1
Brace of Dwarf Pistols		1"	2	4+	4+	-	1

DESCRIPTION

A unit of Thunderers has 10 or more models. They go to war armed with Dwarf Handguns. Thunderers can bludgeon foes in close combat using their Gun-butts. Some units of Thunderers are also equipped with Dwarf Bucklers.

STANDARD BEARER

Models in this unit may be Standard Bearers. Standard Bearers can carry either a Runic Icon or a Clan Banner.

VETERAN

The leader of this unit is the Veteran. Some Veterans fight with a Dwarf Handgun, but others prefer a Brace of Dwarf Pistols. You can add 1 to hit rolls for a Veteran when he fires a Dwarf Handgun.

DRUMMERS

Models in this unit can be Drummers. When a unit containing any Drummers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES

Precision Fire: You can add 1 to all hit rolls for a Thunderer if its unit has 20 or more models and there are no enemy models within 3".

Runic Icon: Roll a dice if a spell affects a unit with any Runic Icons. On a roll of a 5 or a 6, that spell has no affect on the unit (but it will affect other units normally).

Clan Banner: If you fail a battleshock test for a unit that has any Clan Banners, halve the number of models that flee (rounding up).

Dwarf Bucklers: If a unit is equipped with Dwarf Bucklers, it can create a shield wall instead of running or charging in its turn. If it does so, re-roll all failed save rolls for the unit in the combat phase until its next movement phase.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, THUNDERERS

GYROCOPTERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brimstone Gun	16"	3	3+	3+	-1	1
Steam Gun	6"	See below	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotor Blades	1"	D3	5+	4+	-	1

DESCRIPTION

A Dwarf Gyrocopters unit can have any number of models. Some Gyrocopters are fitted with a nose-mounted Steam Gun, whilst others are armed with a Brimstone Gun. In either case, Gyrocopters have a pair of Guild Bombs that they can drop onto the foe. Each Gyrocopter is piloted by a Dwarf, who can, in desperate times, use his Gyrocopter's Rotor Blades in a melee.

FLY

Dwarf Gyrocopters can fly.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, WAR MACHINE, GYROCOPTERS

ABILITIES

Steam Gun: When firing a Steam Gun, select a target unit. You can then make one attack against that unit for each model in it that is within range.

Guild Bombs: Once per battle, a unit of Gyrocopters can drop their Guild Bombs. To do so, pick one enemy unit that the Gyrocopters flew over in the movement phase. Then, roll two dice for each Gyrocopter in the unit; each time you roll a 4 or more, the unit being bombed suffers a mortal wound.

GYROBOMBERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Clattergun	20"	4	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotor Blades	1"	D3	5+	4+	-	1

DESCRIPTION

A Dwarf Gyrobombers unit can have any number of models. Gyrobombers are fitted with nose-mounted Clatterguns and carry a rack of Grudgebuster Bombs to obliterate enemy formations as they fly over them. Each Gyrobomber is piloted by a Dwarf, who can, in desperate times, use his machine's Rotor Blades in a melee.

FLY

Dwarf Gyrobombers can fly.

ABILITIES

Grudgebuster Bombs: A unit of Gyrobombers can drop Grudgebuster Bombs as they fly over enemy units. To do so, pick one enemy unit that the Gyrobombers flew over in the movement phase. Then, roll one dice for each Gyrobomber in the unit; each time you roll a 4 or more, the unit being bombed suffers D3 mortal wounds.

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, WAR MACHINE, GYROBOMBERS

DWARF BOLT THROWER

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Runic Bolts	38"	1*	3+	3+	-1	D3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Runic Bolts
3 models	4"	2
2 models	3"	2
1 model	2"	1
No models	0"	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	4+	5+	-	1

DESCRIPTION

A Dwarf Bolt Thrower consists of a War Machine that can fire Runic Bolts across the battlefield and 3 Duardin Crew, who are equipped with a variety of engineering and artillery Tools.

ABILITIES

Duardin Artillery: A Dwarf Bolt Thrower can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the Bolt Thrower in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Penetrating Shot: If a wound roll for a Runic Bolt is a 6 or more, that shot inflicts double Damage and is resolved with a Rend of -3, instead of -1

Rune of Skewering: Engineers use these runes to infuse their War Machines with extra piercing ability. You can add 1 to wound rolls when firing Runic Bolts if there are any **DUARDIN ENGINEERS** from your army within 1" of the War Machine.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, DWARF BOLT THROWER

CREW

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, CREW

DWARF CANNON

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cannon Shell	32"	1*	4+	2+	-2	D6

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Cannon Shell
3 models	4"	2
2 models	3"	2
1 model	2"	1
No models	0"	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	4+	5+	-	1

DESCRIPTION

A Dwarf Cannon consists of a Cannon War Machine and 3 Duardin Crew. The War Machine fires deadly explosive Cannon Shells into the enemy's ranks and the Crew can defend their charge using their Tools as improvised weapons.

ABILITIES

Duardin Artillery: A Dwarf Cannon can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the Cannon in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Explosive Shells: You can re-roll the damage inflicted by a Cannon Shell if the target unit has 10 or more models.

Rune of Accuracy: Engineers can inscribe Cannon Shells with magical runes to guide them to their target. You can re-roll failed hit rolls when firing a Cannon Shell if there is a **DUARDIN ENGINEER** from your army within 1" of the War Machine.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, DWARF CANNON

CREW

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, CREW

FLAME CANNON

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flame Burst	*	1	—	—	—	See below

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Flame Burst
3 models	4"	24"
2 models	3"	18"
1 model	2"	12"
No models	0"	0"

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	4+	5+	-	1

DESCRIPTION

A Flame Cannon consists of a single War Machine that can belch a devastating Flame Burst, and 3 Duardin Crew equipped with Tools.

ABILITIES

Duardin Artillery: A Flame Cannon can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the Flame Cannon in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Flame Burst: When firing a Flame Burst, pick a unit within range; it suffers D3 mortal wounds. After firing a Flame Burst, roll a dice; on a 1, 2 or 3, the flames die out and the unit you shot suffers no further damage, but on a 4 or more it is set ablaze and suffers another D3 mortal wounds before the flames are extinguished.

Rune of Burning: When an Engineer stamps this rune onto a Flame Cannon its next shot burns with the fury of a raging forge. A Flame Burst inflicts D6 mortal wounds on the target instead of D3 if there is a **DUARDIN ENGINEER** from your army within 1" of the War Machine (it will also inflict an additional D6 mortal wounds instead of D3 if the unit is set ablaze, as described in Flame Burst).

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, FLAME CANNON

CREW

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, CREW

ORGAN GUN

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barrage of Shots	28"	D6	*	3+	-1	1

WAR MACHINE CREW TABLE

Crew within 1"	Move	Barrage of Shots
3 models	4"	3+
2 models	3"	4+
1 model	2"	5+
No models	0"	-

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	4+	5+	-	1

DESCRIPTION

An Organ Gun consists of a four-barrelled War Machine that fires a lethal Barrage of Shots and 3 Duardin Crew equipped with Tools.

ABILITIES

Duardin Artillery: An Organ Gun can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the Organ Gun in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Organ Fire: In the shooting phase the Organ Gun's Crew can load 1, 2, 3 or 4 barrels. If they load 2 or more barrels, roll a dice; if the result is equal to or greater than the number of loaded barrels, make one Barrage of Shots attack for each loaded barrel (roll separately to determine the number of Barrage of Shots attacks made for each barrel being fired). However, if the result is less than the number of loaded barrels, the Organ Gun jams and no shots are fired this phase.

Rune of Forging: These runes are used by Engineers to ensure that their War Machine stays true and does not misfire in the heat of battle. You can re-roll the dice rolled to see if an Organ Gun jams if there is a **DUARDIN ENGINEER** from your army within 1" of the War Machine.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, ORGAN GUN

CREW

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, CREW

GRUDGE THROWER

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grudge Rock	8"-40"	1	*	3+	-2	3

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Grudge Rock
3 models	4"	3+
2 models	3"	4+
1 model	2"	5+
No models	0	-

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	1"	1	4+	5+	-	1

DESCRIPTION

A Grudge Thrower consists of a single catapult that launches rune-inscribed Grudge Rocks, and 3 Duardin Crew equipped with Tools.

ABILITIES

Duardin Artillery: A Grudge Thrower can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the catapult in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Lobbed Shot: A Grudge Thrower can hurl Grudge Rocks at units that are not visible to it.

Settling a Grudge: After a Grudge Thrower is set up, you may select any enemy unit on the battlefield. The Crew has a score to settle against that unit; you can re-roll failed hit and wound rolls for this Grudge Thrower when it targets that unit.

Rune of Reloading: Engineers use this rune on the most reliable of Grudge Throwers to ensure that debts can be settled as soon as possible. A Grudge Thrower can fire two Grudge Rocks instead of one if there is a **DUARDIN ENGINEER** from your army within 1" of the War Machine.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, GRUDGE THROWER

CREW

KEYWORDS

ORDER, DUARDIN, DISPOSSESSED, CREW

DWARFS DISPOSSESSED CLAN THRONG

ORGANISATION

A Dispossessed Clan Throng consists of the following units:

- 1 Dwarf Lord
- 1 unit of Hammerers
- 1 unit of Longbeards
- 2 units of Quarrellers or Thunderers
- 2 units of Dwarf Warriors

ABILITIES

Ancient Grudges: All Duardin can hold deep rooted grudges. When a Clan Throng goes to war, these sparks of bitterness are fanned into seething flames of vengeance that will only be extinguished when old scores are settled. You can re-roll all hit rolls of 1 for models in a Dispossessed Clan Throng.

Stubborn to the End: Dispossessed Clan Throngs are renowned for their stubborn refusal to admit defeat, especially in the face of overwhelming odds. If you roll a 1, 2 or a 3 when taking a battleshock test for a unit in a Dispossessed Clan Throng, that unit stubbornly refuses to yield and is treated as having passed the battleshock test irrespective of any penalties on their Bravery or the number of casualties they have suffered that turn.

DWARFS DISPOSSESSED ARTILLERY BATTERY

ORGANISATION

A Dispossessed Artillery Battery consists of the following units:

- 1 Dwarf Engineer
- Any 3 models chosen from the following:
 - Dwarf Bolt Thrower
 - Dwarf Cannon
 - Flame Cannon
 - Grudge Thrower
 - Organ Gun

ABILITIES

Valiant Rune: Duardin Crew are famed for always defending their machines to the bitter end. Crew in a Dispossessed Artillery Battery do not need to take battleshock tests whilst they are within 1" of their war machine.

Entrenched Positions: The Dwarf Engineers make sure to entrench their war machines before battle. You can re-roll failed save rolls in the shooting phase for models from a Dispossessed Artillery Battery so long as they have not moved in the battle. Once a model moves, it no longer benefits from this ability.

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Daemon Slayer	Dragon Slayer
Doomseekers	Slayers
Drunken Dwarfs	Dwarf Warriors
Dwarf Adventurers	Dwarf Warriors
Dwarf Lord on Oath Stone.....	Dwarf Lord
Garagrim Ironfist	Dragon Slayer
Gotrek	Dragon Slayer
The White Dwarf.....	Dwarf Lord
Malakai Makaisson's Goblin Hewer	Organ Gun
Master Engineer.....	Dwarf Engineer
Rangers	Quarrellers
Runelord on Anvil of Doom	Thorek Ironbrow
Runesmith.....	Runelord
Thane	Dwarf Lord