

<p>Clan 2 Crossbows and axes C: 2 B: 2 E: 3</p> <p><i>Favored terrain hills</i> +1 missile C</p> <p><i>Hate goblins</i> +1 C vs. ogres/sarags</p> <p>1 Dwarf infantry</p>	<p>RALLY</p> <p>-1</p> <p>Engineer 1 Leadership +1 C, +1 B</p> <p>Dwarven Captain <i>Battle Wright</i></p>	<p>Dwarf Special <i>Runemaster</i></p> <p>This card eliminates any spell card immediately, no save.</p> <p>-2</p> <p>3 Leadership Magic resistance +1 C, +1 B, +1 E</p> <p>Dwarven General <i>Thane</i></p>	<p>United Guilds Merchant Company 2 C: 2 B: 1 E: 2</p> <p><i>Gunpowder weapons</i> +RN C missile</p> <p><i>Hate kobolds</i></p> <p><i>Favored terrain forest</i></p> <p>3 Dwarf infantry</p>
<p>Dwarf Special <i>Command Post</i></p> <p>Allows a hill terrain to be used to expand the dwarven player's hand to eight cards for the duration of the battle. If that hill is captured, the hand limit is reduced to six.</p> <p>0</p> <p>RALLY</p>	<p>Stone Giants 5 Boulders C: 5 B: 2 E: 4</p> <p><i>Favored terrain hills</i> +4 missile C</p> <p>Engineer</p> <p>-3 Dwarf infantry</p>	<p>COUNTERATTACK</p> <p>0</p> <p>This card may be played in place of any dwarven RN draw.</p> <p><i>Dwarf Sense</i></p> <p>Dwarf Special</p>	<p>Griffon Riders 3 C: 3 B: 2 E: 3</p> <p><i>Flying</i></p> <p><i>Hate horse cavalry/chariots</i></p> <p><i>Fearless</i> +2 C attacking, Pursuit</p> <p>-1 Dwarf aerial</p>
<p>COUNTERATTACK</p> <p>-1</p> <p>This card gives one unit a +1 E bonus for this combat.</p> <p><i>Adamantium Plate Mail</i></p> <p>Dwarf Special</p>	<p>RALLY</p> <p>-1</p> <p>One unit may "tunnel" - a tunneling unit can be used to pursue any broken enemy unit.</p> <p><i>Purple Worms</i></p> <p>Dwarf Special</p>	<p>Dwarf Special <i>Blood Grudge</i></p> <p>+2 C when played on any dwarf unit the turn after the dwarf player has lost a combat.</p> <p>0</p> <p>Engineer 1 Leadership +1 B, +1 E</p> <p>Dwarven Captain <i>Battle Wright</i></p>	<p>RALLY</p> <p>-1</p> <p>+1 C, E 2 Leadership</p> <p>Dwarven Captain <i>Battle Wright</i></p>

<p>Clan (2)</p> <p>Crossbows and axes</p> <p>C: 2 B: 2 E: 3</p> <p><i>Favored terrain hills</i></p> <p><i>Hate goblins</i></p> <p>+1 C vs. ogres/sago</p> <p>+1 missile C</p> <p>1 Dwarf infantry</p>	<p>TAKE TERRAIN</p> <p>0</p> <p>+2 E to a friendly unit for one combat.</p> <p><i>Stoneskin</i></p> <p>Dwarf Magic</p>	<p>RALLY</p> <p>-1</p> <p>2 Leadership</p> <p>+1 C, B</p> <p><i>Battle Wright Dwarven Captain</i></p> <p>2 Dwarf infantry</p>	<p>Derro (2)</p> <p>C: 2 B: 1 E: 2</p> <p><i>Favored terrain hills</i></p> <p><i>Magic immunity</i></p> <p><i>Immune to poison</i></p> <p>Scout, Magic-resistance</p> <p>2 Dwarf infantry</p>
<p><i>Battle Wright Dwarven Captain</i></p> <p>+1 C, B</p> <p>2 Leadership</p> <p>-1</p> <p>RALLY</p> <p>1 Dwarf infantry</p>	<p>TAKE TERRAIN</p> <p>0</p> <p>A spell cast by the enemy must draw a positive RN or be dispelled. Dispel may be used as a counter to any spell when that spell is cast.</p> <p><i>Dispel Magic</i></p> <p>Dwarf Magic</p>	<p>Clan (2)</p> <p>C: 2 B: 2 E: 3</p> <p><i>Favored terrain hills</i></p> <p><i>Hate goblins</i></p> <p>+1 C vs. ogres/sago</p> <p>+1 C defending</p> <p>1 Dwarf infantry</p>	<p>Clan (2)</p> <p>C: 2 B: 2 E: 3</p> <p><i>Favored terrain hills</i></p> <p><i>Hate goblins</i></p> <p>+1 C vs. ogres/sago</p> <p>+1 C defending</p> <p>1 Dwarf infantry</p>
<p>Battleragers (3)</p> <p>C: 3 B: 2 E: 3</p> <p><i>Berserkers</i></p> <p>+1 C vs. ogres/giants</p> <p><i>Hate goblins</i></p> <p><i>Immune to poison</i></p> <p>+1 C attacking, Pursuit</p> <p>0 Dwarf infantry</p>	<p>Ironbreakers (5)</p> <p>C: 3 B: 4 E: 5</p> <p><i>Magic-resistant</i></p> <p><i>Hate goblins</i></p> <p><i>Favored terrain hills</i></p> <p>+1 C vs. ogres/giants</p> <p><i>Elite</i></p> <p>Screen, Magic-resistance, +2 C defense</p> <p>-2 Dwarf infantry</p>	<p>Gully Dwarves (1)</p> <p>C: 1 B: 0 E: 2</p> <p><i>Mob</i></p> <p><i>Immune to poison</i></p> <p>Fodder</p> <p>2 Dwarf infantry</p>	<p>Longbeards (4)</p> <p>C: 4 B: 3 E: 4</p> <p><i>Favored terrain hills</i></p> <p><i>Hate goblins</i></p> <p><i>Magic-resistant</i></p> <p>+1 C vs. ogres/giants</p> <p>Screen, +1 C and E</p> <p>-1 Dwarf infantry</p>

Mountain Dwarf Arsenal Sheet

Arsenal Composition:

12 Units
2 Counterattack
2 Take Terrain
6 Rally
6 Specials
6 Leaders
2 Spells
RN Distribution: Stable

Background:

The dwarves are an underground race with above-ground interests and enemies. They are very family-oriented and never forget a favor or a slight. Four to 4 ½ feet tall and almost as wide, dwarves are as solid and dependable as the armies which they comprise. Though the dwarves have many allies, including stone giants and gnomes as well as the creatures that the wild dwarves can tame, magic is rare for the pragmatic-minded dwarves.

Units:

Clan – each extended family of dwarves provides the unit organization for the dwarven army; family serves with family in units that carry the family standard.

United Guilds Merchant Company – the dwarves have allied themselves with the small nation of gnomes, the United Guilds in the nearby forests. These gnome mercenaries use gunpowder weapons, deadly effective when they work, incredibly destructive when they don't.

Stone Giants – 15-18' tall, these iron-gray giants often have close relations with the dwarves, volunteering to serve in the dwarven army when their interests are threatened.

Griffons – half-giant eagle, half-lion, these creatures have been tamed by the dwarf clans to provide fierce air support for the dwarven armies.

Battleragers -dwarves who have imbibed a special potion before the battle, making them impervious to pain and completely uncontrollable by their commanders.

Derro – dwarves who live in the deepest caverns of the dwarven kingdom. Their exposure to the strange radiations deep below the earth has made them self-centered and evil contrary to the normal dwarven constitution, as well as heightening the normal dwarven resistance to magic.

Ironbreakers – elite, heroic tunnel-fighters who wear some of the heaviest armor known in the realms. A few ironbreakers guarding a tunnel entrance can hold off an army of thousands.

Longbeards – veterans of many battles, the longbeards are given

the best weapons and the most dangerous missions.

Gully dwarves – the very dregs of dwarven society, the gully dwarves are almost a race unto themselves. Living in squalor, they are cowardly and stupid, but can be fierce warriors when cornered. They are so disorganized that it is hard for the enemy to discern any kind of flank; they simply mill around, popping up in the least expected places.

Specials:

Runemaster – dwarven priests whose specialty is dispelling magic.

Command Post – part of dwarven tactics on the battlefield is to take high ground in order to best manage the slow-moving dwarven troops.

Dwarf sense – known for their common sense and practicality, the dwarves' penchant for planning for every eventuality often takes the guesswork out of a battle.

Blood Grudge – dwarves place honor and justice above all else; when a kinsman dies, it is up to each relative to swear an oath of vengeance against the slayer. On the battlefield, entire dwarven units will seek revenge for fallen dwarves in other areas of the battle.

Purple Worms – huge tunnel-dwelling worms that eat their way through rock. Many of these have been tamed by the dwarf clans as all-purpose digging machines.

Adamantium Plate Mail – dwarven smiths have long known the secrets of forging adamantium, the strongest metal in the realms, into incredibly resilient suits of armor.

Heroes:

Thane – the king of the underground realm of the dwarves. Usually old even by dwarven standards, he has fought in countless wars and is an expert both in assault and defensive tactics.

Battle Wrights – the orders of the thane are carried out by numerous sub-commanders. The eldest of the clans, these warriors are battle-scarred veterans.

Magic:

Stoneskin – hardens the skin and armor of any dwarf to that of granite.

Dispel Magic – the dwarves' natural distrust of magic makes this spell important in combating enemies who usually have far more magic at their disposal than the dwarves.