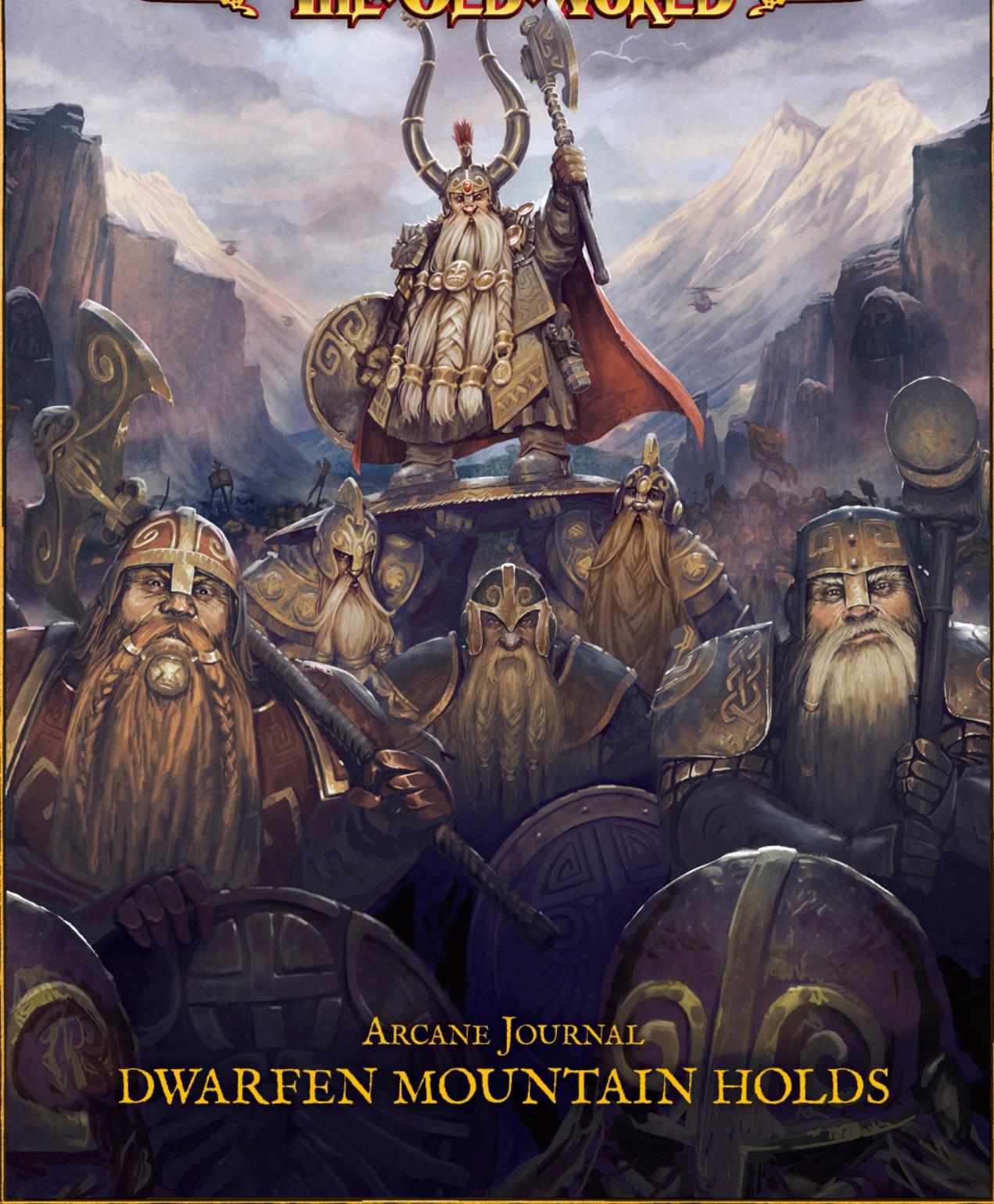


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THE OLD WORLD



ARCANE JOURNAL
DWARFEN MOUNTAIN HOLDS

CONTENTS

Children of the Ancestors	2	Burlok Damminson	38
Lords of the Mountains	5	Dwarf Engineer Sappers	40
The Reclamation of Khazid Vosk	12	Doomseekers	41
The Storming of Khazid Vosk.....	18	Royal Clan Warriors	42
Wealth & Tradition.....	26	Imperial Dwarf Mercenaries.....	43
Dwarfen Mountain Holds – Royal Clan.....	28	Scout Gyrocopters.....	44
Precision Engineering	30	Dwarf Carts.....	45
Dwarfen Mountain Holds – Expeditionary Force	32	Goblin-Hewers.....	46
Thorgrim Ulleksson	34	Runic Tattoos	47
Ungrim Ironfist	36	Engineers' Weapon Runes	48



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DWARFEN MOUNTAIN HOLDS



**“SOUND THE HORN. CALL FORTH THE THRONG.
NOW IS THE TIME FOR VENGEANCE!”**

- King Ungrim Ironfist

CHILDREN OF THE ANCESTORS

The Worlds Edge Mountains rise from rock-strewn foothills in the arid plains of the southern deserts and climb quickly towards the heavens, their tallest peaks piercing the clouds. From here, they continue northwards, cutting through primordial forests, crossing over frozen tundra and skirting glacial seas until, at the ends of the world, where the shadow of Chaos looms, they vanish into the realm of the Dark Gods.

Amongst the cyclopean peaks and plunging valleys of the mountains, between the so-called civilised lands of Men and the desolated regions of the Dark Lands, are the ancestral holds of one of the most ancient races of the known world – the Dwarfs. Their domains were once greater, stretching the length of the Worlds Edge Mountains and beyond, following lesser ranges into distant lands, but woe betide anyone who whispers of a declining realm in the company of a Dwarf!

Yet, for all the hardships the Dwarfs have endured, the Karaz Ankor, as they call their realm, remains as resolute and unyielding as ever. In these dark times, the Dwarfs are a bastion of honour, strength and courage in a world assailed by the forces of chaos and destruction.

On the battlefield, Dwarfs are known for their stubborn courage. Fighting on foot in close formation, clad in finely crafted mail and armed with superbly forged hammers and axes, they are the most resolute and determined of warriors. They are also an inventive folk, who long ago mastered the art of making black powder, learned the secrets of steam and a dozen other crafts that they guard closely. This creativity is manifest in the many and varied war machines they bring to battle with them.

Before enemy warriors can fling themselves with futility against the unyielding shieldwall of the Dwarfs, they must first brave the bombardment of artillery rained down upon them from afar before entering the unrelenting storm of fire unleashed by rank upon rank of exquisitely crafted handguns and crossbows. Finally, they must face the Dwarfs themselves, warriors as fierce and vengeful as they are skilled and fearless. There are few things in the world that frighten a Dwarf – and none they would admit to – so their enemies had best be prepared for a long, hard fight, for a Dwarf army will often stand and fight to the death rather than retreat and concede defeat.

The Dwarfs remember their friends well and their enemies better. They stick to their word, even when the honouring of a pledge brings them woe and leads them to war. As a consequence, they are a greatly valued ally. Once someone has made an enemy of a Dwarf, however, they have made an enemy not just for their own life, but for the lives of their descendants as well. The Dwarfs do not forget grudges, indeed they harbour and nurture them, recording every slight and wrong done against them in great volumes. They do this so each affront can, over the course of time, be avenged.







LORDS OF THE MOUNTAINS

Forged in battle and tempered through hardship, the history of the Dwarfs is a tale of constant war and tragedy. Yet, they are not worn down by their hardships, for each trial and tribulation they have faced has served to further steel the resolve of an indomitable race.

The Karaz Ankor

The realm of the Dwarfs – the Karaz Ankor – was forged in the earliest days of the world when the Ancestor Gods led their folk in the exploration of the Worlds Edge Mountains. From the dark caves in which they dwelt, they delved far beneath the cold earth in search of precious ores and minerals, and built great subterranean halls that they filled with light and warmth from the fires and furnaces of their industry.

Others emerged from the gloom into the sunlit world above, where they built great fortifications amongst the mountain peaks. In time, their explorations led them north, south, east and west, following the mountain ranges to the distant corners of the world in search of ever greater wealth to mine and territory to claim.

Yet, this Golden Age could not last. When Chaos came to the world, the Dwarfs of the Old World found themselves cut off from their distant kin. Once Chaos had been banished, the treacherous Elves brought war to the Old World. No sooner had the Elves been driven into the sea did earthquakes rock the Worlds Edge Mountains, vast hordes of evil creatures emerging in their wake from the depths beneath the world to assail the Dwarfs in their own holds.

Over time, the power of the Dwarfs was shattered. Yet, they remain unbowed, determined to reclaim their lost homes and rebuild their shattered nation.

Karaz-A-Karak

The largest, oldest and most fortified Dwarf stronghold. Karaz-a-Karak has endured all the ages of the Old World and, though every Dwarf might be slain in its defence, it will endure until the world itself ends.

Roughly translated into the tongue of Men, Karaz-a-Karak means 'Pinnacle of Mountains' or 'The Most Enduring'. To most, this great Dwarven hold is simply called the 'Everpeak'. By ancient tradition, the Everpeak is the capital of the Karaz Ankor and its lord, King Alriksson, is the High King of all the Dwarfs. The noble clans of Karaz-a-Karak trace their lineages back to the most revered Ancestor Gods: Grungni, Grimmir and Valaya. Here, in sacred halls of unimaginable age, are kept the Great Book of Grudges and the Book of Remembering, both objects of awe and veneration in their own right.

In Karaz-a-Karak, Dwarven traditions are kept alive in their purest form. It is a city of ritual, with temples and statues hewn from the living rock and ancient tombs carved deep into the foundations of the world, far below the city. The High King holds court in a vast vault, illuminated by crystal-glazed windows high above, and great braziers that line the aisles so that the glint of gold, the gleam of bronze and the warm glow of the rock is everywhere. The forest of pillars which forms the mile-long nave is of truly colossal proportions. The tumult of the great throng assembled before the throne in council, or in feasting, is so raucous that it echoes through the mountain peaks.



Karak Azul

Known as 'the Iron Peak' in the Dwarf language, the richest deposits of iron ore and precious gems in all the Worlds Edge Mountains lie around Karak Azul. Thus, the stronghold has become a centre of metalworking where some of the most skilled Dwarf smiths, members of clans able to trace their heritage back to Grungni himself, practise their art.

Karak Azul is the last of the once great southern holds to remain under Dwarf control, its neighbours having fallen to invaders. These days, the Iron Peak supplies runic weapons and armour to all the Dwarf holds, for there are few smiths that can match the keenness of a blade made by its artisans. Weapons are carried out through hidden mountain trails and along vast underground highways to supply beleaguered outposts throughout the Worlds Edge Mountains.

Vala-Azril-Ungol

Known throughout the Old World as the 'Eight Peaks', this mightiest of holds lies within a natural amphitheatre ringed by eight great mountains. In its heyday, the Eight Peaks rivalled Karaz-a-Karak in size and importance. Yet, after centuries of unimaginable hardship, the Dwarfs were forced to seal its sacred places and abandon their city to its enemies. Today, the Eight Peaks swarms with Goblins and nameless monsters roam its endless tunnels.

Since its fall, descendants of King Lunn, the last to rule the gleaming city, have tried many times to lead throngs back to reclaim the hold – invariably being repulsed with terrific losses. Recently, however, the Dwarfs have made great gains in the Eight Peaks, reconquering the upper levels and establishing garrisons amongst the ruins as they prepare to delve into the depths once more.

Barak Varr

Called 'Sea Gate' by the Dwarfs, Barak Varr is unique in that it is the only hold located on the Old World's near-infinite coast, its tunnels and caverns carved into the towering sea cliffs of the northern Black Gulf. In vast chambers under the bluff is a deep-water harbour where the Dwarf fleet sits in proud rows; a force equal to any navy in the world, each steam-powered vessel a floating fortress.

Barak Varr welcomes merchants from many realms whose goods are traded in its inconceivably spacious market caverns, before being carried up Skull River by Dwarf ships and by caravans up the Old Dwarf Road to distant holds. The lords of the Border Princes benefit greatly from the presence of Barak Varr, for its gunboats patrol the Black Gulf, hunting pirate vessels and seaborne raiders.

Karak Kadrin

Standing guard over the eastern edge of Peak Pass is Karak Kadrin – an imposing stronghold carved into bleak and jagged peaks. The treacherous pass is closely guarded by the Dwarfs, for it is a monster-haunted route of invasion favoured by the relentlessly aggressive denizens of the Dark Lands.

In times past, King Baragor suffered a terrible loss that drove him to take the oaths of the Slayer Cult. However, as King, his responsibilities forbade him from wandering the wilderness in search of a mighty doom. Torn between his contradictory duties and desires, Baragor built the Shrine of Grimnir and made Karak Kadrin a haven for world-weary wanderers. To this day, Slayers still flock to Karak Kadrin, where their deeds are remembered and their prowess tested against the many surrounding foes.

The Lost Holds

Over long and turbulent millennia, many Dwarf holds, including some of the largest and most ancient, have fallen into ruin. These lost holds litter the mountains, these days serving as lairs to monsters or held by the likes of Orcs, Goblins and worse.

Karak Azgal

Once called Karak Izril, the City of Jewels, the Dwarfs now refer to the ruins as Karak Azgal, which means 'Hoard Peak'. Men know the mountain simply as 'Dragon Crag'. After many centuries of pressure, the hold fell to tunnelling vermin from below, while besieging Orcs overran the city above ground.

Then the Dragon came. Graug the Terrible slayed all who remained in the ruins and sniffed out the hidden treasure vaults, that it might gather the riches and make its nest upon the stolen wealth of the Dwarfs. After many years, a Dwarf hero named Skalf, later called the Dragonslayer, came clambering over the blackened bones and scorched armour of the many bold heroes who had dared challenge Graug. Skalf struck at the scaled hide upon the beast's throat, powerful runes glowing in his axe as the Dragon lashed out in a last violent death spasm.

Unfortunately, Skalf came with too few Dwarfs to establish a firm hold on the city and soon the ruins were overrun by Trolls that, it is said, fed on nothing but gemstones and gold coins. Today, Skalf's descendants claim rulership of the hold from a small fortress outside the main entrance – for the stronghold has grown too dangerous to enter.

Karak Varn

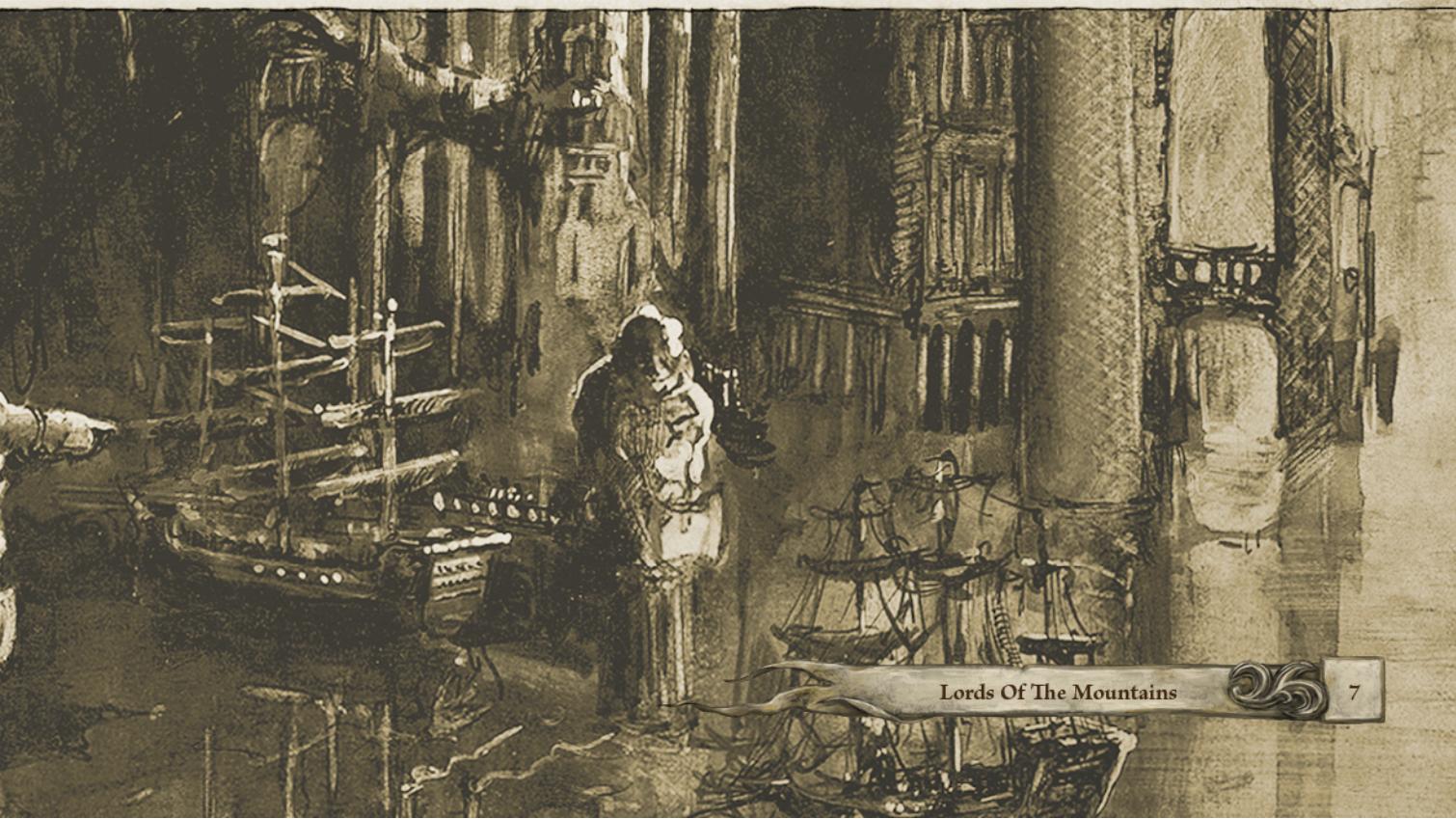
Hewn out of the cliffs overlooking the Black Water, 'Cragmere' was the source of much of the Dwarfs' gromril – the most coveted of all metals. Its mines flooded during the Time of Woes and, claimed by nameless horrors, the mineral wealth has since been beyond the reach of even the most determined expeditions.

Yet, the indefatigable Dwarfs have won control of large portions of the ruins. Desperate to recover lost riches and irreplaceable artefacts, they have designed ingenious diving machines and underwater suits that allow them to explore the sunken depths, and to search the Black Water itself, for whole treasures were washed into its depths by the floods. Needless to say, such actions are done in the face of vicious opposition from the twisted creatures that now make the Black Water their abode.

Karak Ungor

The first of the great holds to fall, Karak Ungor was the 'Delving Hold' in the Dwarfs' own language, so called because of the network of caverns beneath the mountain. In the more than four thousand years since its abandonment, no fewer than three High Kings of old have been slain fighting to regain Karak Ungor's gates.

Now known as 'Red Eye Mountain', it is home to the Red Eye tribe of Goblins and rival Bosses of this despised clan feud constantly with each other for control of their lair. So completely has the Delving Hold been overrun, that many of its inhabitants spend their whole lives battling their own kind in its depths, never seeing a live Dwarf.



Dwarf Clans

Every Dwarf belongs to a clan – a vast extended family, each member of which can trace their descent to a common point, such as a shared ancestor or one of the earliest strongholds. When the original clans formed, different households came together and swore allegiance to one another, naming their leaders as kings and queens. Many of these same clans continue today, and new ones have emerged through growth and migration.

Each clan's history is a source of great pride, for it is in every Dwarf's nature to show reverence to the past and keep old traditions alive. All Dwarfs begrudge wrongs done to even their most distant relatives or ancient forebears as strongly as any wrong done to themselves, thus, a grudge held by one Dwarf is a grudge held by not only their living kin, but also by their ancestors and as yet unborn descendants. Like heirlooms, grudges are passed down to each generation and in every Dwarf's heart there burns a fiery thirst to avenge ancient wrongs.

The majority of Dwarf clans live in or near well-established holds, where those whose members show mastery of a particular craft or hold strong ties to the various Dwarf Guilds occupy superior positions within the hierarchy. At the apex of a hold are its royal clans, the nobility of the Dwarfs, the highest ranked of which is the king or queen of the hold and their family. The greatest of these nobles can trace their lineages unbroken to the Ancestor Gods – and it is from these clans that the High King is chosen.

Guilds

Dwarfs are possessive and to help guard the secrets of their crafts, they created guilds. Each guild is an organisation that brings together members of numerous clans, all able to trace their heritage back to the master crafters of old, and it is the members of these guild clans that uphold the guild's reputation to this day. These guilds form small but authoritative factions in Dwarf society.

All guilds follow the path of apprentice, journeyman and master, with a council of the guild's oldest and wisest masters responsible for upholding its exacting standards and determining who is worthy to progress through the ranks. This keeps closely guarded secrets and skills within a clan, although as their talents are in high demand, families belonging to guild clans can be found in many Dwarf holds. Thus, each guild has all manner of secret handshakes and unusual rituals that allow members to identify one another, even if they have never met before.

The Engineers Guild

Since its beginning, the Engineers Guild has developed many technological wonders, yet, it is a conservative guild where innovation is frowned upon and all apprentices are taught that 'innovation causes injury'. Naturally, some disagree, leading to tension between inventive and traditionalist minds and causing many visionaries to be expelled from the guild. In time, some win re-admittance if their work later wins acceptance, though such acknowledgment seldom occurs before the individual's death.







Karak Norn

Built upon the forested slopes of the Grey Mountains, Karak Norn is identified by the red and white, or red and silver, of its banners. These colours are proudly displayed by the warriors of the hold upon their shields and surcoats.



Karaz-A-Karak

The warriors of Karaz-a-Karak, the greatest Dwarf hold, march to war clad in the rich blue and yellow, or blue and gold, of their home beneath banners bearing the hold's name-rune, a simple device depicting the Everpeak itself.



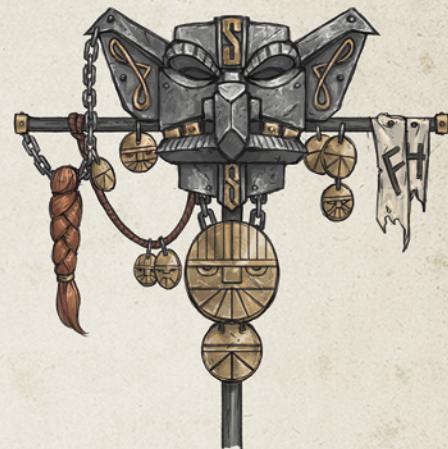
Barak Varr

The banners that fly from the iron-clad vessels of Barak Varr's fleet, like the shields borne by the warriors of its mighty throng, are a deep, emerald green, matching the colour of the deep waters of the Black Gulf which the hold overlooks.

DWARFEN THRONGS



This Dwarf warrior is easily identified as belonging to the throng of Barak Varr by his emerald green tunic, trimmed with intricate thread of gold knotwork and worn over a finely crafted chainmail shirt.



The standard of a group of doom-seeking Slayers, depicting a hideous Troll hung with sacred icons.



Many Dwarf war helmets, such as this Irondrake's helm, feature ornate visors and articulated beard protection.

Runes Of The Holds

In Khazalid, the language of the Dwarfs, the name of every hold is represented by a single rune.



Barak Varr

The rune of Barak Varr depicts the great sea gates that stand sentinel between the Black Gulf and the hold's vast harbours.



Karak Norn

A candle flame atop a double-headed axe, the rune of Karak Norn portrays the hold's significance to the displaced clans it houses.



Karaz-a-Karak

Instantly recognisable to all Dwarfs, the rune of Karaz-a-Karak depicts the Everpeak itself, the pinnacle of mountains.



Zhufbar

Zhufbar's rune portrays the crashing waterfall around which the hold is built and that powers its relentless industry.

THE RECLAMATION OF KHAZID VOSK

Ever since the fall of their grand empire, the Dwarfs have tried time and again to retake their fallen holds. Reclaiming these lost cities is not just a matter of pride, for hidden within their ancient vaults are relics and secrets from the Golden Age – items of priceless value that any Dwarf would gladly sell their life to recover.

Youthful Exuberance

Whilst it is expected for young Dwarven Engineers to throw caution to the wind, it is also normal for them to, after a beard-singeing experiment or two, quickly observe and implement the wisdom of their elders. However, for some, the need to push the boundaries of safety in the name of innovation proves too great. Young Burlok Damminson is just such a Dwarf.

Burlok was considered an engineering prodigy, even amongst a people renowned for their inventiveness, but his constant desire to take his experiments beyond their limits frequently saw him dragged before the masters of the guild to discuss his *"propensity for making things explode"*. Though many young Engineers must endure humiliating punishments for their indiscretions or even, in the most serious cases, face expulsion from the guild, Burlok was protected time and again by his father's reputation within the guild council.

However, following one particularly volatile experiment – where his recklessness severely compromised the structural integrity of an engineering workshop and forced the rapid evacuation of an entire section of Zhufbar – not even his father's position could save him from facing severe repercussions. Burlok was summoned before the masters of the guild and given two choices: channel his energy into something more important than frivolous experimentation, or face the humiliation of expulsion.

The masters hoped that their ultimatum would see Burlok commit his considerable ingenuity towards the creation of something actually useful to Dwarven society, like a new steam-powered wheelbarrow to use in mining operations, or for him to continue his groundbreaking work on range finding optics. However, as those who knew him well could have predicted, Burlok's vivid imagination overtook his common sense and he quickly began to imagine great adventures and plan heroic deeds.

Burlok requested to lead an expeditionary force to the lost settlement of Khazid Vosk, a long abandoned stronghold of the Engineers Guild that had fallen during the Time of Woe, with the intention of reclaiming this once-great bastion of invention. Though this was far from what they had in mind, Burlok's idea piqued the interest of the Master Engineers, for hidden within the sealed vaults of this ancient outpost lay forgotten technology and blueprints for machinery that had not been seen by any living Dwarf.

After a lengthy deliberation, the Master Engineers agreed to support Burlok's expedition, hoping that the weight of command might teach the young Dwarf some responsibility and see the rediscovery of technology thought lost to the ages or, at the very least, make the young fool disappear. Burlok set about preparations in earnest, eager to get his hands on the wonders of the Golden Age and pore over the notes of the great minds who crafted them.



The Muster

Though the task ahead would be no mean feat, Burlok was able to raise a sizeable force from amongst the warriors of Zhufbar in just a few short weeks. The hills around Zhufbar have long been filled with the sounds of industry, but the clanging of massive drop hammers and the ringing of steel could be heard at all hours of the day in the surrounding peaks as Burlok and the Engineers Guild prepared for the expedition.

Regiments of Thunderers aided in the production of a vast store of ammunition for whatever trials lay ahead, cohorts of warriors sharpened their axes and repaired the links of their armour, whilst artillery crews packed large wooden casks to the brim with black powder. Alongside the many cannon and organ guns at their disposal, the Dwarfs prepared squadrons of Gyrocopters and Gyrobombers for transport through the Underway, loading them onto long, flat-bedded carts hauled by teams of rugged ponies.

Whilst his warriors gathered enough firepower to blast their way through a mountain, Burlok dispatched messengers to Karak Varn, Karaz-a-Karak and Karak Kadrin, spreading word of their quest and extending an offer to join the Engineers Guild in liberating Khazid Vosk. Though it was likely most would turn down Burlok's proposal, failing to extend such an invitation to the Kings of the nearby holds would be incredibly disrespectful – though Burlok had often snubbed his nose at tradition, he was not so foolish as to deliberately earn the ire of the lords of the Karaz Ankor.

Though the King of Karak Varn and the High King of Karaz-a-Karak declined to send warriors to aid the Engineers Guild, the Slayer King of Karak Kadrin, Ungrim Ironfist, issued a proclamation which spread quickly amongst the many Slayers residing within his hold and the surrounding wilderness. Eager to embark upon a perilous expedition, a band of Slayers and wild-eyed Doomseekers soon set out from the Slayer King's stronghold, hoping that a glorious fate awaited them in the darkened halls of Khazid Vosk.

Alongside the host from Karak Kadrin came a small battery of the infamous Goblin-hewers, experimental war machines crewed by bands of Slayers, many of whom were disgraced former members of the Engineers Guild themselves. The younger Engineers amongst Burlok's host were fascinated by these whirring engines of death, but were quickly ushered away by their elders. Though an impressive feat of engineering, there are few amongst the Engineers Guild that do not know of the Goblin-hewer's dishonourable origins, gladly leaving its operation to crews of Slayers, whose honour can hardly be tarnished further.

After weeks of methodical preparation and seemingly endless planning, Burlok's expeditionary force stood ready to march. With the ferocious warriors from Karak Kadrin bolstering the vast array of war machines Burlok had amassed, the young Engineer was confident that little could stand in their way – Khazid Vosk would soon be under his command and the respect of his elders would have been earned.





The Journey South

During their Golden Age, the Dwarfs had constructed a vast network of underground tunnels beneath the towering mountains that linked together the distant holds. Called the Underway, this remarkable feat of engineering allowed trade and travellers to bypass the dangerous wilderness roads above, and the armies of the Dwarfs to manoeuvre unseen by their enemies. Though great swathes of the Underway were now lost to the enemies of the Dwarfs or blocked by cave-ins, the major routes that led to Karaz-a-Karak were kept clear of dangers and properly bolstered against any collapse.

It was through this subterranean highway that Burlok and his company travelled, forging south towards the Dwarfen capital of Karaz-a-Karak, before returning to the surface just south of the city for the final stretch of their journey.

Thanks to the diligent efforts of the Ironbreakers, elite teams of tunnel fighters who ensure the Underway is kept free of danger, the expeditionary force travelled largely without delay towards Khazid Vosk and the trials that awaited them there.

Though a company of Men will cover ground swiftly but pause regularly for rest, a Dwarfen throng marches at a steady pace for hours upon end without needing to stop for rest, happy to guzzle ale and scoff their rations without breaking stride. It was this relentless endurance and the relative safety of the Underway that allowed Burlok's host to emerge into the light south of Karaz-a-Karak mere weeks after their departure from Zhufbar.

Upon their return to the surface, Burlok and his company found themselves coming under repeated attacks from roving bands of Orcs and wolf-riding Goblins. The Dwarfs knew that, whilst it was not unusual to experience such skirmishes in the wilder places of the Worlds Edge Mountains, the presence of so many smaller warbands likely indicated the existence of a much larger, more established horde nearby. The expeditionary force was well-equipped to deal with these small war parties, sending them running for cover with accurate handgun fire or a hail of shots from a hastily deployed war machine.

Yet, as Khazid Vosk edged closer, the number of attacks only seemed to increase, causing the Dwarfs to wonder – had Khazid Vosk, long since overrun by creatures from the bowels of the earth, now been conquered by Orcs? Burlok halted the expeditionary force and ordered the Scout Gyrocopters to be unloaded from their carts, hoping that these swift-moving aircraft would be able to range ahead of his vanguard of Slayers and assess the dangers that lay before them from the air.

Having stoked their engines, the Gyrocopters climbed quickly into the clear skies and turned towards the hold, the thrumming of their propellers fading into the distance as they flew up the valley and out of sight. It was not until the sun had begun to set that the scouts made their return, carrying the news that all of the Dwarfs had begun to suspect, but had not wished to hear – the fortified upper levels of Khazid Vosk had been overrun by their ancient enemy.

Digging In

When Khazid Vosk came into view, the once-glorious hold now stood as an eyesore in the mountainside, with ragged Orc banners fluttering in the breeze atop the stone ramparts and shoddily-constructed wooden palisades covering the unsightly breaches that pock-marked the walls. Oaths of vengeance were sworn by all present, with many in the company pressing Burlok to begin an assault at once – hoping the young Dwarf's impetuosity would lead to swift and decisive victory.

However, as reckless as Burlok could be, he was no fool and would not be pressed into battle without first appraising himself of the size and strength of his foe. Rather than rush into a battle he had no idea if he could win, Burlok ordered his company to prepare a dug-in position close to the city's gates, but far enough away that any ramshackle Goblin war machines hidden amongst the ruined gatehouse posed little danger.

As the Dwarfs toiled, warbands of Orcs and Goblins, drawn by the clamour from their construction work, surged from the surrounding hills in an effort to disrupt the industry. The Sappers had little reason to pause in their labours, however, as the small, disorganised bands of Orcs were routed time and again by pinpoint handgun fire or cut down by the battle-hungry Slayers. Within a few short hours, Burlok's Engineers had constructed a ring of barricades and fortified gun emplacements, providing the Dwarven host a strong position from which to conduct their siege.

The following morning, the dawn chorus of chirping birds was interrupted by the unmistakable boom of a solitary cannon being fired upon the hold. Much to the delight of the jeering Orcs, who looked on from where they lurked within the shadows of the mighty fortress, its weighty shot thudded into the dirt just short of the wall. However, as the Orcs would soon discover, a single shot was all Burlok needed to range in the entire battery of cannon that were now pointed at the entrance of Khazid Vosk.

Before the smoke had cleared from the first shot, the artillery crews began to rain fire upon the gatehouse, the sound of cannon fire filled the valley like rolling thunder and the earth trembled as the bombardment sent chunks of masonry crashing to the ground. Though it pained him greatly to bring ruin to such ancient Dwarf-built stonework, Burlok kept up the barrage until the sun reached its zenith, before calling a ceasefire to give the artillery crews time to rest and tend to their weapons.

But no sooner than the guns fell quiet, there was a sudden rush of activity at the entrance to the hold as a great mass of roaring Orc warriors burst forth from the darkness beyond, accompanied by swarms of screeching Goblins and mobs of drooling Trolls. As the mass of Orcs charged towards the Dwarven emplacement, Burlok knew that his enemy had likely left the hold poorly defended in their eagerness to meet the expeditionary force in battle, perhaps giving him the chance to not only break the back of the Orc horde, but reclaim the upper levels of the hold in one decisive battle.



The March To Khazid Vosk

Following the latest in a long line of dangerous experiments, Burlok Damminson was given an ultimatum regarding his future within the Engineers Guild. In an effort to do something of value in the eyes of the Master Engineers, Burlok assembled an expeditionary force with the intention of reclaiming the lost hold of Khazid Vosk.

As his force gathered, Burlok dispatched messengers to travel throughout the Karaz Ankor spreading word of his quest and extending an offer to join the Engineers Guild in liberating Khazid Vosk. Though most viewed the endeavour as foolish and declined to commit warriors to the fighting, bands of stout-hearted adventurers did gather and begin the long march towards Khazid Vosk.

Supported by a band of Slayers from Karak Kadrin, Burlok and the expeditionary force journeyed through the Underway, travelling with great speed through the subterranean highway and meeting reinforcements from Karak Varn at the fortified frontier town of Akendorf. Shortly after emerging from the underground highway for the final time south of Karaz-a-Karak, the throng found itself frequently assailed by small warbands of Orcs as they approached the hold.

After discovering Khazid Vosk had fallen under the command of their ancient enemy, Burlok ordered the expeditionary force to dig in and prepare to lay siege to the fortress. However, the Dwarfs were quickly drawn into battle when the Orcs sallied forth to meet them head-on.

Meanwhile, word continued to spread of Burlok's bold endeavour, reaching Karak Angazhar, Karak Hirn and Karak Norn whilst the first battles raged. Emboldened by the exaggerated tales of wealth hidden beneath the ancient hold, more Dwarfs began the long march to Khazid Vosk. Unbeknownst to Burlok, even as he battled to secure the upper levels of the hold, reinforcements rushed to his aid...





THE STORMING OF KHAZID VOSK

As the booming of cannon filled the air, Burlok looked upon the horde spilling forth from the darkened halls of Khazid Vosk like water from a burst dam. Swearing an oath of vengeance for those who would meet the ancestors this day, Burlok hefted his hammer and ordered his warriors to make ready. If the Orcs were so eager to abandon their position, then Burlok would not waste the opportunity to reclaim it in the name of the Engineers Guild.

Historical Recreation

The Storming of Khazid Vosk took place when an expeditionary force led by Burlok Damminson attacked a horde of Orcs and Goblins that had overtaken Khazid Vosk and the surrounding hills. To represent this, the players should write two muster lists (one for the attacker and one for the defender) as follows:

The Attacker

The attacker should write a 3,000 points muster list using the Expeditionary Force Army of Infamy composition list (see page 32). The General of this army must be Burlok Damminson (see page 38).

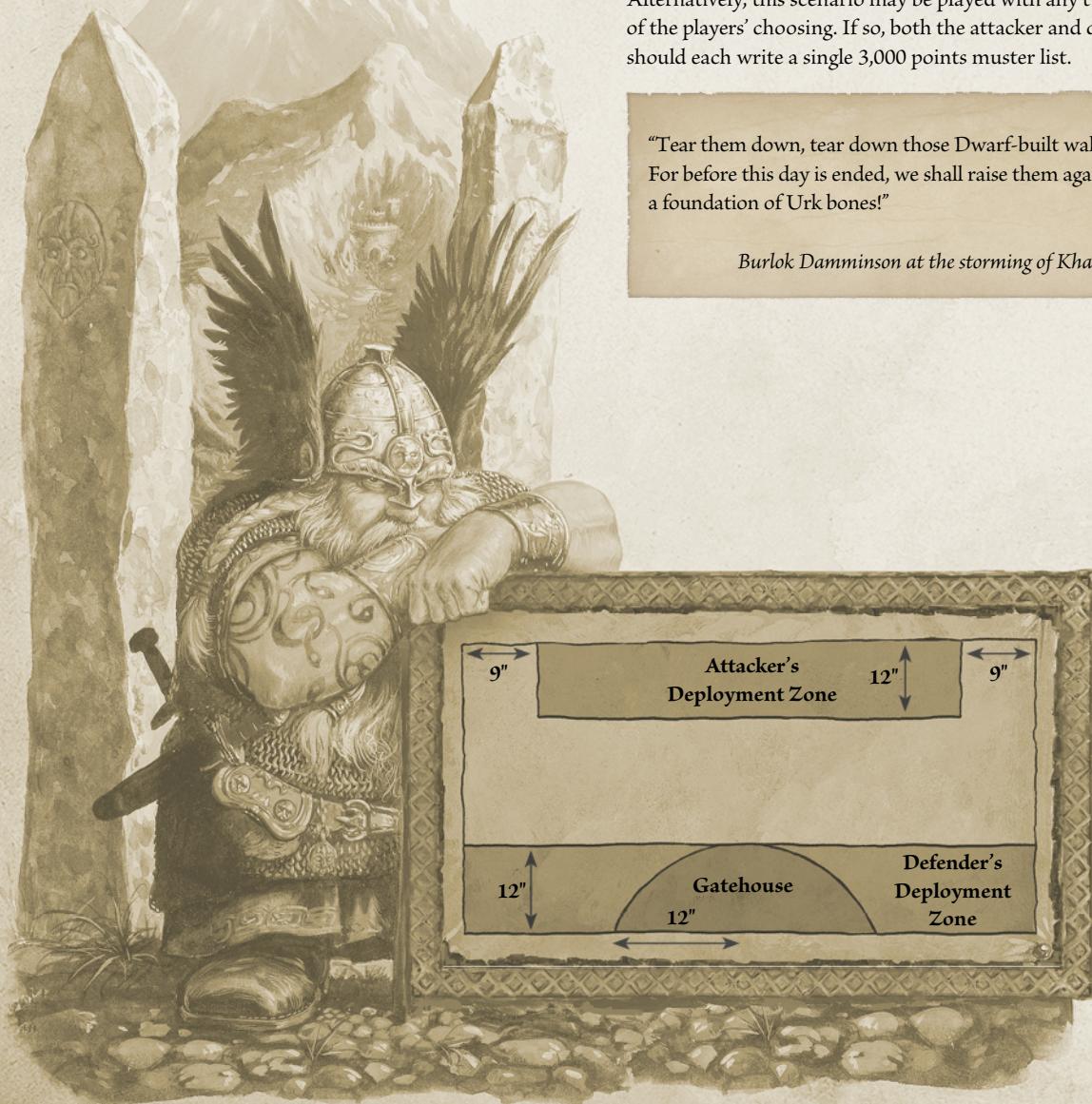
The Defender

The defender should write a 3,000 points muster list using the Orc and Goblin Tribes Grand Army composition list found in *Ravelling Hordes*.

Alternatively, this scenario may be played with any two armies of the players' choosing. If so, both the attacker and defender should each write a single 3,000 points muster list.

"Tear them down, tear down those Dwarf-built walls I say! For before this day is ended, we shall raise them again upon a foundation of Urk bones!"

Burlok Damminson at the storming of Khazid Vosk



Set-Up

Place terrain as described in the *Warhammer: the Old World* rulebook. As this battle takes place at the gates of Khazid Vosk, a Dwarfen hold on the wooded slopes of the Worlds Edge Mountains, the terrain should include clusters of trees, rocky outcrops and areas of raised ground. The defender's deployment zone should be left clear and open, with the exception of a pair of large pillars marking the entrance to Khazid Vosk.

Deployment

If this battle is being fought as a historical recreation, the Dwarf player is the attacker and the Orc and Goblin player is the defender. Otherwise, the players must decide who is the attacker and who is the defender.

The defender deploys their entire army within the defender's deployment zone as shown on the map opposite. Then, the attacker deploys their entire army within the attacker's deployment zone.

First Turn

In this scenario, the attacker will automatically take the first turn.

Game Length

The battle will last for six rounds or until one side concedes.

Scenario Special Rules

"The Mountains Are Crawling With 'Em": 0-6 units (0-3 of which may be characters) in the defender's army may have the Ambushers special rule for free.

Entrenched Besiegers: Once both armies have been deployed, the attacker may nominate any number of units in their army. The nominated units count as being 'Entrenched', as described on [page 40](#). In addition, any units in the defender's army that end their movement within the attacker's deployment zone must take a Dangerous Terrain test.

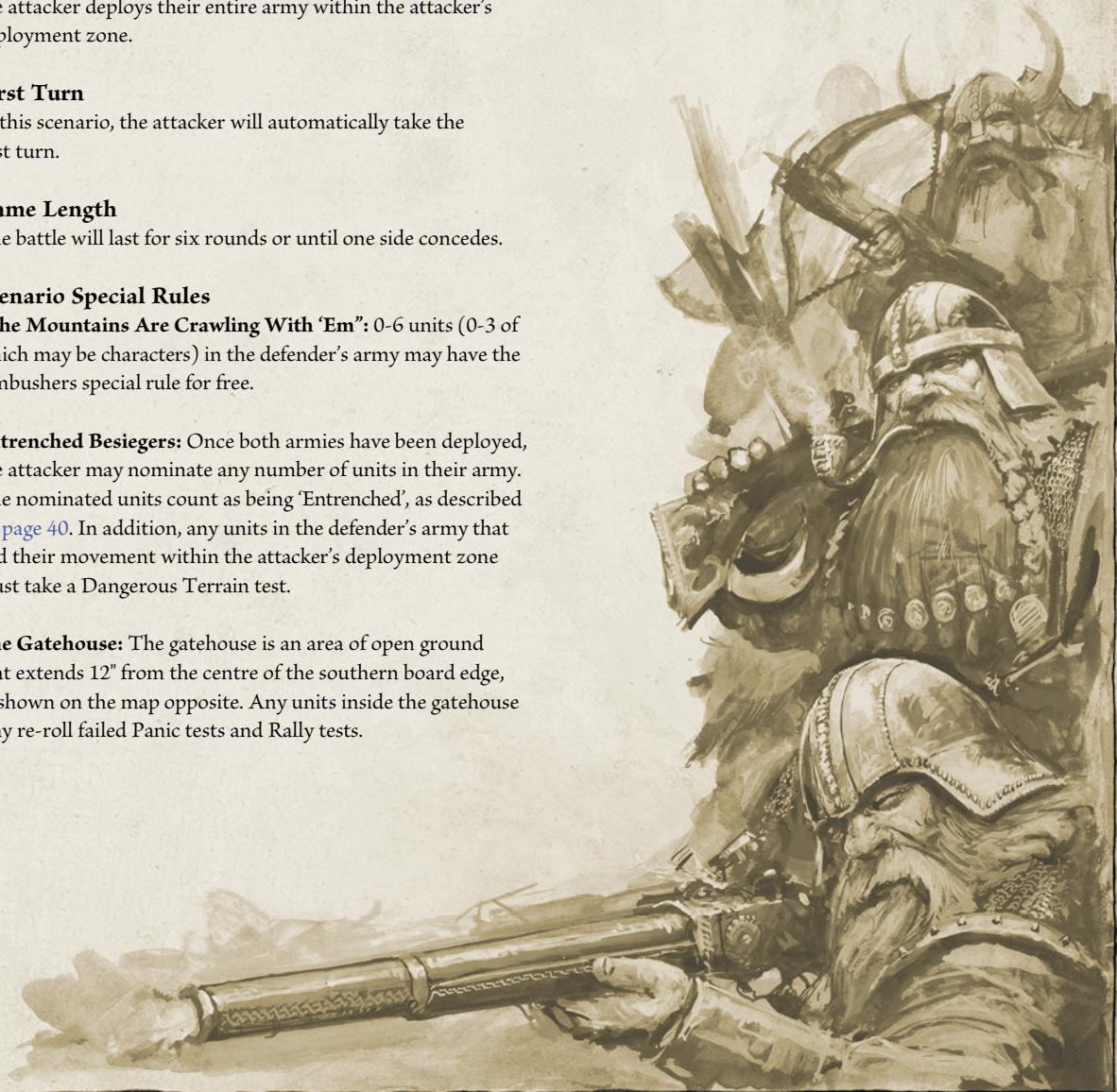
The Gatehouse: The gatehouse is an area of open ground that extends 12" from the centre of the southern board edge, as shown on the map opposite. Any units inside the gatehouse may re-roll failed Panic tests and Rally tests.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. In addition, at the end of the game:

- The defending player wins a bonus 50 Victory Points for each friendly unit that has half (50%) or more of its models within their deployment zone (not counting fleeing units).
- The attacking player wins a bonus 50 Victory Points for each friendly unit that has half (50%) or more of its models within the defender's deployment zone (not counting fleeing units).

Whichever player has the highest total unit strength within the gatehouse (not counting fleeing models) wins a bonus 200 Victory Points.









A unit of Dwarf Thunderers, armed with handguns.



Borne aloft by his Shieldbearers, a Dwarf King leads his throng in the defence of his hold.



A unit of Ironbreakers, armed with hand weapons and shields.

>



Flanked by Thunderers and potent war machines, a Dwarf Thane gives the order to open fire upon the advancing enemy.



Ungrim Ironfist,
the Slayer King of Karak Kadrin.



A Dwarf King with Shieldbearers,
armed with a great weapon.



A Dwarf Thane, armed with
a hand weapon and shield.





A Dwarf Runesmith,
armed with a hand weapon.



A Dwarf Engineer,
armed with a great weapon.



A Dragon Slayer, armed with a
pair of rune-inscribed hand weapons.



WEALTH & TRADITION

When the kings and queens of the Karaz Ankor march to war, they do so at the head of huge throngs filled with the most experienced and disciplined of their kinsmen. Armed with heirloom weapons and wearing rune-struck armour, these stern-faced warriors strike out to avenge ancient grudges and honour their kin who can no longer claim vengeance for themselves.

The Old Ways

The Dwarfs are renowned for their great desire to uphold the ancient traditions and beliefs of their people, especially those regarding honour, fealty and respect. When the throng of a royal clan assembles for battle, it is filled with the kin of kings and queens, Dwarfs willing to give their all to honour these traditions and warriors who are long in the beard with plenty to grumble about. Rather than an arsenal of black powder weapons, these throngs pride themselves on their use of masterfully crafted crossbows, piercing bolt throwers and grudge throwers capable of shattering fortifications and regiments of infantry alike. Alongside these revered machines of traditional warfare stand serried ranks of richly armed Royal Clan Warriors, stoic Longbeards and, at the centre of the vanguard, Hammerers – the elite personal guard of the Dwarfen nobility.

Thanks to the incredible wealth at the disposal of the kings and thanes, the warriors of a royal clan wield weapons, and wear suits of armour, fashioned from gromril – a material far superior to the steel found in the forges of Men. With these expertly crafted tools of war in hand and the inspiring songs of their ancestors ringing in their ears, the elite warriors of the royal clans stand shoulder-to-shoulder in unbreakable shieldwalls as they hack down those foolish enough to think they can withstand the fury of the Dwarfs.

Oaths Of Vengeance

Preparing a royal clan for a campaign takes some time, so it will seldom deploy its full strength unless the ruler of a hold believes it to be of absolute importance. Axes must be sharpened, oaths of duty sworn and armour adjusted to compensate for the ever expanding girths of the seasoned veterans marching to battle. There are, however, two things that will see a royal clan begin preparations in earnest. The first of which is a threat to the hold itself, such as marauding Orcs and Goblins venturing too close to the high walls that guard the surface levels, or a horde of creatures that dwell in the deep darkness amassing to attack from below. The other would be if a king or thane finds themselves presented with an opportunity to strike a grudge from the hold's Book of Grudges.

Should anyone find themselves entered into a clan's Book of Grudges or, even worse, the Great Book of Grudges held by the High King of the Dwarfs, their deed of dishonour is recorded in painstaking detail for all to see. From that day forth, they will be held in contempt by the Dwarfs until their transgression has been avenged and struck from the Book of Grudges. When the opportunity to resolve a grudge arises, the Dwarfs of a royal clan will find little rest until the hammer of judgement has been swung and the oath of vengeance fulfilled.



Though all Dwarf clans march to war bedecked in the finest armour beneath gleaming rune-encrusted banners, few can match the grandeur of a royal clan arrayed for battle. The sheer wealth possessed by the kin of a hold's king or queen is displayed for all to see in the form of gromril shields and golden banners lavishly adorned with talismanic devices and sacred runes.



The warriors of the royal clans wear the traditional colours of their hold and bear the runic names of their homes upon their armour and banners. Here, the regal blue of Karaz-a-Karak is decorated with golden runes and finely-wrought knotwork depicting the rune of the Everpeak and the faces of the ancestors.



Carried by his Shieldbearers and surrounded by warriors of his royal clan, a Dwarf King prepares for war.

DWARFEN MOUNTAIN HOLDS ROYAL CLAN

This Army of Infamy composition list is designed to be used with the Dwarfen Mountain Holds army list found in *Forces of Fantasy*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field a Royal Clan army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Royal Clan army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 1+ King or Thane
- 0-1 Anvil of Doom or Runelord per 1,000 points
- Runesmiths

Core

At least 25% of your army's points value must be spent on:

- Royal Clan Warriors, Longbeards and Quarrellers

Special

Up to 50% of your army's points value may be spent on:

- Hammerers and Dwarf Carts (not including Miner's Carts)
- 0-3 war machines chosen from the following list per 1,000 points:
 - Bolt Thrower
 - Grudge Thrower

Rare

Up to 25% of your army's points value may be spent on:

- Rangers, Ironbreakers and Irondrakes

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- Imperial Dwarf Mercenaries
- 0-4 Doomseekers
- 0-1 Goblin-hewer per 1,000 points

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the *Warhammer: the Old World* rulebook.

Battle Standard Bearer

A single Thane or Runesmith in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on Weapon, Armour and Talismanic runes, a Battle Standard Bearer can purchase Standard runes with no points limit.

Runic Items

Any models that have the option to purchase runes may do so as described on page 32 of *Forces of Fantasy*.



ROYAL CLAN SPECIAL RULES

On this page, you will find a full description for each of the army special rules that apply to an army built using the Royal Clan Army of Infamy composition list. These are in addition to the Dwarfen Mountain Holds special rules found on page 39 of *Forces of Fantasy*. In case of contradiction, the special rules below take precedence over the Dwarfen Mountain Holds special rules.

Ancestral Fury

When a royal clan marches to war, the venerable warriors amongst the throng inspire the younger generations with glorious tales of heroes of old.

During a turn in which a unit in a Royal Clan army makes a charge move of 3" or more, or made a follow up move, it gains a +1 modifier to its Strength characteristic.

Riches & Heirlooms

The Royal Clans of the Dwarfs are amongst the wealthiest denizens of the Old World, and such extravagant wealth means they march to war well-equipped with the finest armour and weapons.

Character models in this army may spend an additional 25 points on runes. In addition, units that are able to purchase Standard runes may spend an additional 25 points on Standard runes (with the exception of Royal Clan Warriors, who already have this bonus included on their profile).

Striking A Grudge

Avenging a grudge is not just the act of defeating an enemy, it requires utterly humiliating them on the battlefield.

After deployment but before the first turn begins, nominate a single enemy character. For one reason or another, this individual has earned themselves a place in the Clan's Book of Grudges and must be brought to justice. All friendly models gain the Hatred (nominated enemy character) special rule. In addition, you win a bonus of 75 Victory Points if the nominated character is slain, has fled the battlefield or is fleeing when the game ends.

"As Grinnir is my witness, I shall not take one step back! Should I fall, bury me beneath this unyielding stone!"

Final words of King Ironhandson of Karak Varn



PRECISION ENGINEERING

Though Dwarfen Engineers spend much of their time locked away in loud, smoky workshops, there is no better place to test their latest inventions and innovations than against the enemies of the Dwarfs on the slopes of the Worlds Edge Mountains and in the tunnels of the Underway.

Shot & Steel

The Dwarfs have commanded a mastery of black powder weapons for dozens of centuries, their destructive war machines long since proven to be far more reliable and practical than the wild and dangerous inventions found within the Empire of Man or Grand Cathay. This reputation is all thanks to the diligent work carried out by the artificers of the Engineers Guild and their fierce devotion to their craft. Whilst Engineers and inventors of other races seek to push the boundaries of new technologies, the Dwarfs are happy to spend their time perfecting the inventions created during the Golden Age of their people.

During the Time of Woe, when the Karaz Ankor was beset by natural disasters and invading hordes of Orcs, Goblins and fouler things, many of the Dwarfs' ancient holds and the technologies that resided within them were lost. Ever since, dispossessed Kings and Thanes have led their clans in making many attempts to retake their lost homes in order to recover the vast wealth that lies within them and restore them to their former glory. However, for those amongst the Engineers Guild, the real treasures to be recovered from forgotten forges and abandoned mines are the ancient machines and inventions that were created during the Golden Age, inventions that have since become little more than fading memories from a glorious past.

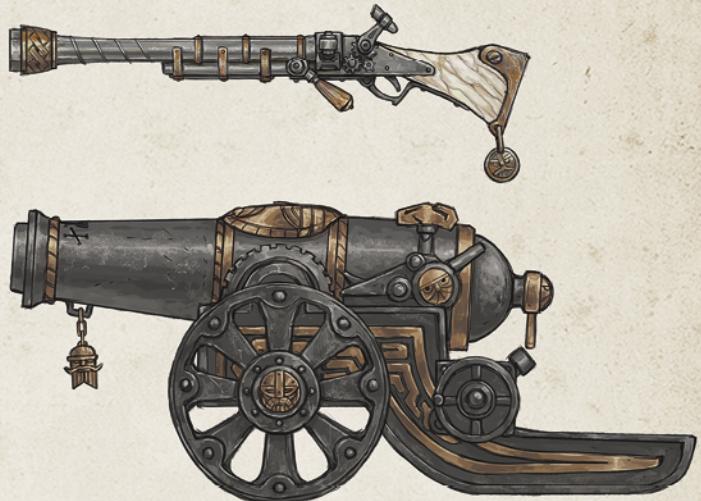
Pursuit Of The Lost

On occasion, the Engineers Guild will assemble an expeditionary force and venture into the wilds to establish a foothold in one of these lost Karaks, with the hope of reclaiming forgotten relics. With regiments of Thunderers and batteries of cannon and organ guns at their core, expeditionary forces boast an unprecedented amount of firepower; but the real strength of such forces lies in how quickly that firepower can be brought to bear. Born from a need to rapidly respond to the dangers of the wilderness, the warriors in an expeditionary force have spent countless hours disassembling and reassembling their war machines at a breakneck pace and learning how to reload their handguns on the move.

Due to the risk that comes with exploring a lost hold and travelling the wooded slopes of the Worlds Edge Mountains – locations that regularly become homes to the likes of Orcs, Trolls and Giants – expeditionary forces are often accompanied by Slayers. These doom-seeking warriors know that meeting their fate whilst battling to recover ancient Dwarfen relics is sure to repair their tarnished honour. By recovering old machines and schematics, the Engineers Guild hopes that they will be able to recreate many of the powerful weapons not used for thousands of years and, in doing so, allow yet more holds to be retaken from those who now inhabit those once hallowed halls.



The Guild of Engineers includes members of many clans in every hold, from the Worlds Edge Mountains, to the Vaults, to the Grey Mountains and beyond. Although the guild itself boasts little in the way of identifying heraldry, its members employ many secret signs and sigils, instantly recognisable to one another.



Despite the secrecy that surrounds the guild, its members are often easily identified by the accoutrements of their craft, from leather aprons festooned with tools, to soot-blackened beards. Yet the work of the Engineers Guild is always apparent, for Dwarf artisans lavish care upon their work, adding fine detail upon even the most ubiquitous weapons of war.



In a frozen wilderness, an expeditionary force sent forth by the engineers guild to reclaim lost riches prepares for battle against an ancient foe.

DWARFEN MOUNTAIN HOLDS EXPEDITIONARY FORCE



This Army of Infamy composition list is designed to be used with the Dwarfen Mountain Holds army list found in *Forces of Fantasy*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field an Expeditionary Force in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to an Expeditionary Force:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 1+ Engineer or Engineer Sapper
- 0-1 Daemon Slayer or Dragon Slayer
- Thanes and Runesmiths

Core

At least 25% of your army's points value must be spent on:

- Dwarf Warriors, Thunderers and Dwarf Carts
- 0-1 unit of Rangers per 1,000 points
- 0-1 unit of Scout Gyrocopters may be taken as a Core choice per 1,000 points

Special

Up to 50% of your army's points value may be spent on:

- Miners, Scout Gyrocopters and Gyrocopters
- 0-3 war machines chosen from the following list per 1,000 points:
 - Bolt Thrower
 - Grudge Thrower
 - Cannon

Rare

Up to 33% of your army's points value may be spent on:

- Gyrobombers
- 0-1 unit of Slayers
- 0-2 war machines chosen from the following list per 1,000 points:
 - Organ Gun
 - Flame Cannon

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- Imperial Dwarf Mercenaries
- 0-2 Doomseekers per 1,000 points
- 0-1 Goblin-hewer per 1,000 points

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the *Warhammer: the Old World* rulebook.



Battle Standard Bearer

A single Thane or Engineer in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on Weapon, Armour and Talismanic runes, a Battle Standard Bearer can purchase Standard runes with no points limit.

Runic Items

Any models that have the option to purchase runes may do so as described on page 32 of *Forces of Fantasy*.



EXPEDITIONARY FORCE SPECIAL RULES

On this page you will find a full description for each of the army special rules that apply to an army built using the Expeditionary Force Army of Infamy composition list. These are in addition to the Dwarfen Mountain Holds special rules found on page 39 of *Forces of Fantasy*. In case of contradiction, the special rules below take precedence over the Dwarfen Mountain Holds special rules.

Expeditionary Marksmen

After countless hours of diligent training with their handguns, the marksmen in an expeditionary force are able to lay down a devastating fusillade as they advance towards the enemy.

- 0-1 unit of Thunderers per 1,000 points may be upgraded to Expeditionary Marksmen for +1 point per model. Expeditionary Marksmen do not suffer any negative To Hit modifiers for Moving and Shooting. In addition, any Dwarf Engineer may be upgraded to an Expeditionary Marksman for +10 points.

Function Over Form

The artillery fielded by an expeditionary force are stripped down to their most basic form, allowing their deadly firepower to be brought to bear far quicker than conventional war machines.

When writing your muster list, you may reduce the Toughness characteristic of any of the following war machines by 1 (to a minimum of 1):

- Cannon
- Organ Guns
- Flame Cannon

Any war machine that has its Toughness reduced in this way also loses the Move or Shoot special rule.

Subterranean Ambush

Whilst the rest of the expeditionary force marches forth above ground, teams of Miners attempt to encircle the enemy from below.

If your army includes a unit of Miners you may, after both sides have deployed but before the first turn of the game begins, deploy two 32mm round Mine markers, plus one additional marker for each additional unit of Miners your army includes. These markers can be deployed anywhere on the battlefield that is not within:

- The enemy player's deployment zone
- 12" of another friendly Mine marker
- 6" of an enemy unit
- 3" of a special feature or an objective marker

When a unit of Miners would arrive onto the battlefield as Reserves, it can be placed anywhere on the battlefield within 6" of a Mine marker, but not within 6" of an enemy unit. The unit cannot charge during this turn and counts as having moved for the purposes of shooting, but can otherwise act as normal.





THORGRIM ULLEKSSON, KHARL OF THE DAMMAZ KRON

Thorgrim Ulleksson, oldest son of Ulli Grimbolg, Thane of Clan Ullek, and Kemma Alriksdottir, sister of High King Balun Alriksson, is a sturdy Dwarf with an ample girth and a serious demeanour. Descended from the most ancient and noble of Dwarf lords, it is said that the blood of Grungni runs in Thorgrim's veins and the wisdom of Valaya sits upon his beetling brow.

Thorgrim is held in high regard by the lords of Karaz-a-Karak, who speak respectfully of the young Dwarf both in recognition of his noble station and his upstanding character, regularly affirming in hushed tones their belief that Thorgrim will one day lead his clan to greatness. Indeed, some have referred to Thorgrim as the High King's spare – a trusted kinsman, groomed for a leader's role should some catastrophe befall Alriksson's own heirs.

Since a young age, Thorgrim has been a favourite of the High King, raised alongside Alriksson's own sons, schooled in the arts of diplomacy and statesmanship, and immersed in Grudgelore – the study of the Dammaz Kron, the Great Book of Grudges. Thus has Thorgrim come to occupy an unshakeable position of trust at the right hand of his uncle. Indeed, so great is the High King's trust in his nephew that Thorgrim served briefly as Thronebearer, joining the elite ranks of those tasked with bearing aloft the Throne of Power and attending the High King as bodyguards and constant companions. For most, such an honourable appointment marks the commencement of a lifetime-long position, for in the four thousand years since the Throne of Power was crafted, barely a handful of Thronebearers have retired from service and fewer still have ever abandoned their duties. Yet, in the case of Thorgrim, his time as a Thronebearer proved brief and only served to advance his career.

Within a few short years of becoming his Thronebearer, High King Alriksson offered his nephew the rank of Kharl of the Dammaz Kron. Though unusual, such an appointment is not unprecedented, for several high kings before Alriksson have appointed a Kharl, one whose duty it is to study the Dammaz Kron on their king's behalf, reading and memorising each entry, ensuring no insult to the Dwarfs goes unforgiven and no wrong is overlooked. In his new role, Thorgrim was tasked with the study of the great tome (and all its many lesser volumes and appendices) and with being ever mindful, should the opportunity arise, to strike a grudge from the record.

Recognising the honour of his appointment, and keenly aware of the trust his uncle was placing in him, Thorgrim was quick to accept the offer. Though young, Thorgrim has flourished in his new position and proven extremely proactive in the pursuit of unsettled grudges, seeking out those he believes owe his people a blood debt and leading the throng of Karaz-a-Karak against them. For this relentless pursuit of his duties and diligent study of the Dammaz Kron, Thorgrim has become known by some as Grudge-bearer. This moniker pleases him greatly, for secretly, he dreams of avenging every insult against his people so that they may one day set aside the Great Book of Grudges.



Thorgrim Ulleksson, Kharl Of The Dammaz Kron

Thorgrim Ulleksson is a Thane. He may be included in any Dwarfen Mountain Holds army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Thorgrim Ulleksson	3	6	4	4	5	3	3	3	10	250

Troop Type: Heavy infantry (named character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon, Grudge-settler, the Grudgestone, the Armour of Skaldour and shield
Special Rules: Gromril Armour, Grudgelore, Hatred (Orcs & Goblins), Magic Resistance (-1), Rallying Cry, Resolute, Stubborn

Grudgelore

So deep is Thorgrim's knowledge of grudgelore that he can readily find words to stoke the fires of wrath within his kin and unleash their rage upon any foe.

Once Thorgrim has set the Grudgestone (see below), both he and any unit he has joined replaces the Hatred (Orcs & Goblins) special rule with the Hatred (all enemies) special rule.

The Grudgestone

Once this ornate stone has been set upon the battlefield, all around Thorgrim know that there can be no retreat until the Kharl of the Dammaz Kron deems his business done.

During any Start of Turn sub-phase, Thorgrim may set the Grudgestone. Once set, Thorgrim and any unit he has joined gains the Unbreakable special rule and automatically passes any Panic tests they are required to make. However, once the Grudgestone has been set, Thorgrim and his unit cannot choose to Flee as a charge reaction and cannot move other than to Give Ground, to make a follow up move or to reform.

The Armour Of Skaldour

Etched deeply with powerful runes, the Armour of Skaldour has turned countless blades and protected Thorgrim through many bloody battles.

The Armour of Skaldour is a suit of heavy armour. In addition, its wearer has a 4+ Ward save against a Killing Blow, or against any wounds suffered that were caused by an attack that has the Multiple Wounds (X) special rule.

Grudge-Settler

This rune-encrusted weapon has long been wielded by the Kharls of the Dammaz Kron.

R S AP Special Rules

Grudge-settler Combat S+2 -1 Armour Bane (1), Magical Attacks

Notes: Grudge-settler is inscribed with the Master Rune of Smiting and the Rune of Parrying, as described on pages 33 & 34 of Forces of Fantasy.

Character



**Thorgrim Ulleksson,
Kharl of the
Dammaz Kron**

"That which is wrong with the world, that we cannot fix with the blades of our axes, we shall surely avenge."

*Thorgrim Ulleksson,
Kharl of the Dammaz Kron*

UNGRIM IRONFIST, SLAYER KING OF KARAK KADRIN

 The tale of the Drakebeard clan, the royal clan of Karak Kadrin, is one of woe and misery. For those Dwarfs in whose veins the blood of the kings and queens of the Slayer Keep flows, their nobility and privilege comes with a great burden, the weight of which they must bear stoically upon their shoulders or be crushed by unimaginable despair.

Many years ago, King Baragor, Ungrim's five times great grandsire, suffered a loss so terrible that it drove him to take the oath of the Slayer Cult. What caused a well-loved and widely respected king to make such a drastic decision none can say for sure, for no Slayer has ever allowed the cause of their shame to be recorded, though it is commonly assumed that the cause was the death of his daughter.

In the Great Book of Grudges, amongst the list of crimes levelled against the Dragon Skaladrak, it is written that it was he who set upon the caravan of King Baragor's daughter as she journeyed towards Karaz-a-Karak, there to wed the High King's son. Whispered legend tells that Baragor, his heart torn asunder by her loss, unable to hold accountable anything or anyone other than his own decision not to travel at his daughter's side, and resentful of the royal burdens that had kept him at Karak Kadrin, fell into despair. In his sorrow, the king refused wise counsel, choosing instead to cut his beard short and swear the oaths of the Slayer Cult.

Yet, Baragor was unable to set aside his duties as king, for to do so would place even greater shame upon his name and upon the memory of his daughter. In the end, good Dwarf sense prevailed, and he found a way to honour all commitments. He founded the great Shrine of Grimmir at Karak Kadrin and made of his hold a haven for wanderers and outcasts that continues to this day.

In time, and much to his regret, Baragor passed peacefully at a great age. However, his mighty oaths did not end with his death. Thus, his son inherited his conflicting vows of Slayer and king and continued both his father's torment and the line of Slayer Kings, of which King Ungrim Ironfist is but the latest.

Although Ungrim, like his ancestors before him, is forbidden by his kingly duties from seeking a mighty doom in Slayer fashion, the young king rails against his predicament. Weighed down by memories of his own father's torment, it is rumoured amongst the thanes of Karak Kadrin that Ungrim chose a maiden whose intellect and empathy he believed far outstripped his own to be his queen, trusting that, with her cool head and sharp intellect, she might one day rule in his stead. Some amongst his most trusted councillors even whisper that, since the recent birth of their son, Ungrim has confided that the torture of kings will end with him.

Thus, does Ungrim grow ever more restless, leading the throng of Karak Kadrin into countless battles. There are few kinds of monsters that walk the world that the Slayer King has not vanquished in battle. Armed with the enormous Axe of Dargo, Ungrim deals death – carving a path of red ruin before him while singing songs of old in a booming voice. Most Dwarfs are amazed Ungrim has lived so long, and none think that the mighty doom he craves to find in battle can be very far away.



Ungrim Ironfist, Slayer King Of Karak Kadrin

Ungrim Ironfist is a King. He may be included in any Dwarfen Mountain Holds army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Ungrim Ironfist	3	9	4	4	6	3	5	4	10	315

Troop Type: Heavy infantry (named character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Hand weapon, the Axe of Dargo, the Slayer Crown and light armour
Special Rules: Deathblow, Gromril Armour, Hatred (Orcs & Goblins), Immune to Psychology, King of the Slayer Hold, Magic Resistance (-2), Rallying Cry, Resolute, Slayer, Unbreakable

King Of The Slayer Hold

Torn between his oaths as a Slayer and his oaths as a king, Ungrim Ironfist leads armies of Slayers to battle alongside his own royal guard.

Ungrim Ironfist may join a unit of Hammerers or a unit of Slayers (even though he does not have the Loner special rule). A unit of Hammerers joined by Ungrim gains the Immune to Psychology and Unbreakable special rules for as long as he remains with the unit. In addition, if Ungrim Ironfist is taken as the General of a Royal Clan army:

- Daemon Slayers and Dragon Slayers may be taken as Character choices
- 0-1 unit of Slayers per 1,000 points may be taken as a Core choice
- 0-4 Doomseekers per 1,000 points may be taken as Special choices

Slayer

To persist for long as a Slayer, a warrior must be exceptionally skilled and ferocious.

When this model makes a roll To Wound, a roll of 4+ is always a success, regardless of the target's Toughness.

The Slayer Crown

This majestic helmet has been worn by every Slayer King since the time of King Baragor.

The wearer of the Slayer Crown improves their armour value by 2. In addition, its wearer has a 5+ Ward save against any wounds suffered.

The Axe Of Dargo

The Axe of Dargo, a runic weapon of monstrous size, was made of the shards of King Baragor's broken axe, tempered with Dragon's blood and iron-oaths of vengeance.

R	S	AP	Special Rules
The Axe of Dargo	Combat	S+2	-3



Character



**Ungrim Ironfist,
Slayer King of
Karak Kadrin**

"I fear I will never find an enemy capable of sending me to meet my ancestors. If I do not, I must content myself with slaying Grobi, Urks and Trolls. Those, I find everywhere I look!"

*Ungrim Ironfist,
Slayer King of Karak Kadrin,
speaking after his victory at the
Battle of Drakenmoor*

BURLOK DAMMINSON

Even amongst a people renowned for their skill at engineering, Burlok Damminson is considered to be a prodigy at his craft. As an apprentice in the Engineers Guild, much to the annoyance of his older, wiser colleagues, Burlok would push the boundaries of invention, regularly disrupting the concentration of his peers with thunderous explosions as his works were tested to, and often beyond, their limits.

Whilst many young Dwarf Engineers share this brave, if perhaps careless, approach to invention, almost all of them grow out of it in time. For those that persist in behaving recklessly there are a number of embarrassing punishments the guild can unleash in the hope of shaming a wayward apprentice into maturity. Amongst these, Blackbearding, Cogging and the infamous Trouser Legs Ritual remain ever popular amongst the older Engineers.

However, young Burlok was protected from these humbling public displays by his father, a respected and traditionally-minded Engineer within the guild. Though he tried many times to bring his wayward son to heel, Burlok would not be dissuaded from his pursuit of innovation and continued to tinker in secret, his dangerous experiments hidden from the disapproving eyes of the older Engineers.

Though he worked mostly in secret, Burlok shared his wild ideas with Sven Hasselfriesian, another young Engineer with an appetite for pushing the boundaries of safety in the pursuit of the next big invention. Though the two often caused carnage during their tinkering and toil, they were also responsible for inventing some of the most outlandish and powerful machines ever seen in the workshops of Zhufbar – which earned them both the respect and the ire of the guild masters on many occasions.

Whenever the Engineers Guild takes to the battlefield, Burlok eagerly grasps the opportunity to test his experimental weaponry outside the confines of his workshop. In battle, the courageous young Dwarf stands amongst the frontlines, unleashing super-heated barrages from his rivet gun and cracking skulls with the blazing head of his furnace hammer. These weapons have proven to be potent, though they have not always proven themselves harmless to their wielder, with both having left their mark upon Burlok's flesh.

But Burlok's skill does not lie solely within the realm of invention for, like every member of the Engineers Guild, Burlok knows how to keep the throng's artillery firing no matter the issue at hand for he has mastered the arts of crafting and maintaining traditional Dwarf war machines. Even regiments of Thunderers have benefited from Burlok's skill and ingenuity, his specialised range finding optics allowing experienced marksmen to accurately hit their target at far greater ranges than before.

Yet, even as Burlok's reputation for ingenuity grows, there are many within the guild who still mumble that it is only a matter of time before his arrogant disregard for safety gets someone hurt or even killed. But, despite repeated warnings and many cautionary tales from his elders, Burlok has not yet been deterred from his work and only time will tell if the young Dwarf is capable of learning what all good Engineers know – “the old ways are best”.



Burlok Damminson

Burlok Damminson is an Engineer. He may be included in any Dwarfen Mountain Hold army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Burlok Damminson	3	5	5	4	4	2	2	3	10	85

Troop Type: Heavy infantry (named character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Furnace hammer, rivet gun, and heavy armour

Special Rules: Dwarf Crafted, Gromril Armour, Hatred (Orcs & Goblins), Magic Resistance (-1), Prepared Positions, Range Finding Optics, Resolute, "Stand Back Chief", Stubborn

Prepared Positions

Burlok is an expert at organising the hasty construction of defensible barriers to ensure his artillery and missile troops are protected from harm.

During deployment, you may 'Entrench' a single non-character model whose troop type is 'war machine' and a single unit of Quarrellers or Thunderers. An Entrenched unit is considered to be behind partial cover and to be defending a low linear obstacle. Should an Entrenched unit move for any reason, it is no longer Entrenched.

Range Finding Optics

Thanks to an eccentric collection of glass lenses, Burlok is able to accurately direct Dwarfen firepower even at extreme ranges.

Unless Burlok is fleeing or engaged in combat, once per turn, during the Shooting phase, a friendly unit of Quarrellers, Thunderers or a Dwarf war machine that is within his Command range can either re-roll any rolls To Hit of a natural 1, or re-roll a single Artillery dice. In addition, Burlok and any unit he has joined do not suffer the usual -1 To Hit modifier when shooting at Long Range.

"Stand Back Chief"

Hunkering down behind their war machines, an Engineer is well-protected from enemy fire.

A character with this special rule cannot be targeted by enemy shooting or by enemy spells whilst it is within 3" of a friendly unit whose troop type is 'war machine'.

R S AP Special Rules

Furnace hammer Combat * -2 Flaming Attacks

Notes: Before Burlok makes any attacks with this weapon, roll an Artillery dice to determine its Strength characteristic. If a 'Misfire' is rolled, Burlok loses a single Wound and makes no attacks this turn.

R S AP Special Rules

Rivet gun 10" 3 -2 Armour Bane (1)

Notes: If the roll To Hit is successful, this weapon causes D3 hits to the target enemy unit, rather than the usual one hit.

Character



Burlok Damminson

"Right then, all being well, it shouldn't explode this time..."

Burlok Damminson

Character



Dwarf Sappers

When an expeditionary force is drawn into battle, Sappers work hand-in-glove with the Engineers to ensure the Dwarfen throng is prepared for the coming conflict. With an experienced Sapper at the helm, a host of warriors can be poised for action behind expertly constructed barricades or sheltering in foxholes in short order. Once these temporary fieldworks have been established, Sappers will work to break the ground up on the approach to their newly fortified position, forcing the foe to advance over uneven terrain whilst weathering a storm of crossbow bolts, shot and cannon fire.

Dwarf Engineer Sappers

	M	WS	BS	S	T	W	I	A	Ld	Points
Engineer Sapper	3	4	5	4	4	2	2	2	9	70

Troop Type: Heavy infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and heavy armour

Options:

- May take one of the following:
 - Pistol.....+6 points
 - Brace of pistols.....+10 points
- May take any of the following:
 - Great weapon.....+4 points
 - Handgun.....+8 points
- May purchase Weapon, Armour and Talismanic runes up to a total of50 points

Special Rules: "Dig In", Dwarf Crafted, Gromril Armour, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute, Stubborn

"Dig In!"

A Sapper will direct the rapid construction of fieldworks and trenches that protect their comrades from the enemy.

During any Command sub-phase, if they are not engaged in combat, this character may attempt to lead their unit in the digging of some fieldworks by making a Leadership test (using their own Leadership). If this test is passed, this character and any unit they have joined becomes 'Entrenched'. An Entrenched unit is considered to be behind partial cover and to be defending a low linear obstacle. Should the unit move for any reason, it is no longer Entrenched.

Hostile Terrain

Under the watchful eye of a Sapper, those under their command will constantly be working to ensure the battlefield is an especially dangerous place for the enemy.

Any enemy model that ends its movement within the Command range of one or more characters with this special rule (that are not fleeing or engaged in combat) must make a Dangerous Terrain test.



Doomseekers

	M	WS	BS	S	T	W	I	A	Ld	Points
Doomseeker	3	5	0	5	4	2	3	2D3	10	50

Troop Type: Heavy infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Whirling blades of death (counts as a hand weapon)

Options:

- May purchase Weapon runes up to a total of 50 points

Special Rules: Deathblow, Doomseeker, First to the Fray, Gromril Weapons, Hatred (Orcs & Goblins), Immune to Psychology, Impact Hits (D3+1), Loner, Magic Resistance (-2), Random Attacks, Resolute, Unbreakable, Vanguard, Whirlwind of Death

Doomseeker

With each victory they witness, a Doomseeker laments their inability to meet a worthy doom.

At the end of the battle, a Doomseeker that has been slain is worth no Victory Points. However, if a Doomseeker is still alive, the enemy player wins a bonus number of Victory Points equal to 100% of its points cost.

First To The Fray

In battle, Doomseekers rush ahead of the Dwarfen lines, eagerly seeking out worthy foes.

This model increases its maximum possible charge range by 3" and, when it makes a Charge roll, may apply a +D3 modifier to the result.

Whirlwind of Death

Doomseekers plough recklessly into the enemy ranks with their rune-struck weapons whirling and spinning in wide and deadly arcs.

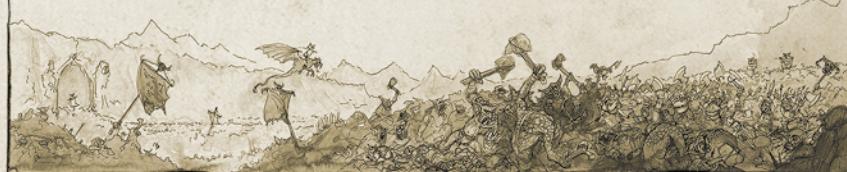
Impact Hits caused by this model are resolved using the profile of its whirling blades of death. In addition, when this model makes a roll To Wound, a roll of 4+ is always a success, regardless of the target's Toughness.

Dogs Of War

0-3 Doomseekers may be taken as Mercenaries in any of the following Grand Army composition lists:

- Dwarfen Mountain Holds
- Empire of Man

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.



Infantry



Dwarf Doomseekers

Even amongst the crazed, wild-eyed Slayers, Doomseekers are considered unhinged loners. Covered head-to-toe in runic tattoos of protection and warding, Doomseekers throw themselves into battle with reckless abandon, setting about their foes with axes attached to lengths of chain aptly named the whirling blades of death. When they make contact with an enemy regiment, a Doomseeker will whip their razor-sharp axes in deadly arcs of destruction, painting the ground with the blood of their victims as they slice through limbs and sever heads in search of an enemy strong enough to grant them the glorious end they so desperately yearn for.

Infantry



Royal Clan Warriors

The royal clans of the Dwarfen holds are rich beyond measure, having hoarded mountains of coin over the centuries and filled their treasuries with gemstones and precious metals. Thus, when the warriors of a royal clan march to war, they do so bedecked in the finely-wrought suits of gromril armour and wielding masterfully crafted and rune-inscribed hammers and axes. Yet, what truly sets apart the warriors of a royal clan from others is their pride. To be kin to a king or queen of the Karaz Ankor and to be deemed worthy of fighting at their side, is a great privilege, and the warriors of the royal clans are honour-bound to prove their worth time and again in the service of their hold.

Royal Clan Warriors

	M	WS	BS	S	T	W	I	A	Ld	Points
Royal Clan Warrior	3	4	3	3	4	1	2	1	9	10
Royal Clan Veteran	3	4	3	3	4	1	2	2	9	+6

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, shields and heavy armour

Options:

- Any unit may:
 - Replace shields with gromril great axes (see below).....+1 point per model
 - Upgrade one model to a Royal Clan Veteran (champion)+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase Standard runes up to a total of75 points
- A Royal Clan Veteran may purchase:
 - Weapon runes up to a total of25 points
 - Talismanic runes up to a total of25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule+1 point per model
 - Have the Stubborn special rule+1 point per model
 - Have the Veteran special rule+1 point per model

Special Rules: Close Order, Gromril Armour, Gromril Weapons, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute, Shieldwall

R	S	AP	Special Rules
Gromril great axe	Combat	S+2	-3 Requires Two Hands, Strike Last

Representing This Unit In Your Games

Royal Clan Warriors are best represented by arming Hammerer models with a mix of hand weapons and shields or with two-handed axes, rather than their customary great hammers.



Imperial Dwarf Mercenaries

	M	WS	BS	S	T	W	I	A	Ld	Points
Warrior	3	4	3	3	4	1	2	1	9	8
Veteran	3	4	3	3	4	1	2	2	9	+5

Troop Type: Heavy infantry
Base Size: 25 x 25 mm
Unit Size: 5+
Equipment: Hand weapons and light armour

Options:

- The entire unit may take one of the following:
 - Great weapons.....+2 points per model
 - Thrusting spears
 - Crossbows
 - Handguns
- Any unit may:
 - Upgrade one model to a Veteran (champion)
 - Upgrade one model to a standard bearer
 - Upgrade one model to a musician
 - Take shields.....+1 point per model
 - Replace light armour with heavy armour.....+1 point per model
- A Veteran may purchase Weapon runes up to a total of25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule
 - Have the Veteran special rule.....+1 point per model
 - Purchase Standard runes up to a total of50 points

Special Rules: Close Order, Hatred (Orcs & Goblins), Magic Resistance (-1), Resolute, Shieldwall

Dogs Of War

0-1 unit of Imperial Dwarf Mercenaries may be taken as a Mercenary in any of the following Grand Army composition lists:

- Dwarfen Mountain Holds
- Empire of Man

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.



Infantry



Imperial Dwarfs

Though the holds of the Worlds Edge Mountains were founded in the distant past, many Dwarfs have made new homes for themselves in the Grey Mountains and the Vaults to the west and south. Of these, some have even chosen to dwell within the towns and villages of the Empire where they continue the work of their ancestors who taught Sigmar's people to build tall stone walls and craft weapons of steel. When these Dwarfs are called to war, they will often be seen marching alongside the Men of the Empire, their arms and armour mimicking those of their human allies, many even wielding the long thrusting spears favoured by Men in place of the traditional weapons of their kin.

Cavalry



Scout Gyrocopters

With the likes of Gyrocopters and Gyrobombers being used more heavily on the battlefield, there was demand for a more lightly armoured machine to take over their role as scouts and messengers. By stripping some of the weighty armour from the fuselage, Engineers came up with a faster design that sacrificed some of the defensive capabilities for increased speed, allowing the machine to race between holds or rapidly resupply otherwise cut-off expeditions. Though it has sacrificed some of its armour and its payload of bombs, the Scout Gyrocopter is still able to spit death from above with its rapid fire clatterguns.

Scout Gyrocopters

	M	WS	BS	S	T	W	I	A	Ld	Points
Scout Gyrocopter	1	4	4	4	4	3	2	2	9	60

Troop Type: Monstrous cavalry

Base Size: 50 x 50 mm

Unit Size: 1-2

Equipment: Hand weapon, clattergun and lightly armoured fuselage (counts as heavy armour)

Special Rules: Extended Formation, Fire & Flee, Fly (10), Hatred (Orcs & Goblins), Hit & Run, Impact Hits (D3), Magic Resistance (-1), Skirmishers, Swiftstride, Vanguard

Extended Formation

Ranging far and wide above the mountain peaks, units of Scout Gyrocopters adopt an extended formation, the better to scour the landscape for the movements of the enemy.

Whilst in Skirmish formation, every model in a unit of Scout Gyrocopters must be within 3" of another model belonging to the same unit, rather than the usual 1".

Hit & Run

Scout Gyrocopters appear from nowhere, descending quickly from the skies or emerging unexpectedly from behind dense terrain, to strike at the enemy before vanishing again.

Should it win a round of combat, a unit with this special rule may choose to Fall Back in Good Order rather than making a follow up or pursuit move.

Special Rules: Armour Bane (1), Dwarf Crafted, Move & Shoot, Multiple Shots (D6), Quick Shot

	R	S	AP	Special Rules
Clattergun	24"	4	-1	Armour Bane (1), Dwarf Crafted, Move & Shoot, Multiple Shots (D6), Quick Shot

Representing This Unit In Your Games

Scout Gyrocopters are represented by regular Gyrocopters, assembled using the canards from the tail of the Gyrobomber in place of the usual canards with bombs, and with a clattergun in place of the usual steam gun.



Dwarf Carts

	M	WS	BS	S	T	W	I	A	Ld	Points
Dwarf Cart	-	-	-	4	5	3	-	-	-	65
Dwarf Crew (x1)	-	4	4	3	-	-	2	1	8	-
Draft Pony	6	3	-	3	-	-	3	1	-	-

Troop Type: Light chariot

Base Size: 50 x 75 mm

Unit Size: 1

Armour Value: 5+

Equipment:

- **Dwarf Crew:** Hand weapons
- **Draft Pony:** Iron-shod hooves (counts as a hand weapon)

Options:

- A Dwarf cart must take one of the following upgrades:
 - Bugman's Cart.....Free
 - Miner's Cart.....Free

Special Rules: Hatred (Orcs & Goblins), Impact Hits (D3), Magic Resistance (-1), Open Order, Resolute

Bugman's Cart

A pint of Bugman's XXXXXX and a rousing beer hall song is enough to inspire any Dwarf to raise an axe and take the fight to the enemy.

During the Command sub-phase of their turn, any Dwarf unit that is not fleeing or engaged in combat and that is within 6" of a friendly Bugman's Cart (that is itself not fleeing or engaged) gains a +1 modifier to its Movement characteristic until the end of the turn.

Note that this modifier is not cumulative.

Miner's Cart

Miners use carts to haul supplies of blasting powder deep underground. In times of war, these carts haul fresh supplies and munitions to the front lines.

Any Dwarf unit that is within 3" of a friendly Miner's Cart that is not fleeing or engaged in combat may make a Stand & Shoot charge reaction and/or a shooting attack as if it were equipped with Blasting Charges (see page 26 of *Forces of Fantasy*). Additionally, when a Miner's Cart loses its last Wound to an enemy attack during the Combat phase, roll a D6. On a roll of 4+, the Miner's Cart explodes and every unit (friend or foe) within 3" suffers D6 Strength 3 hits, each with an AP of -1 and with the Flaming Attacks special rule.

Baggage

Any army made using the Dwarfen Mountain Holds Grand Army composition list may include 0-4 Dwarf Carts as Rare choices.

Chariot



Dwarfen Baggage Carts

When the Dwarfs need to haul vast quantities of cargo, they rely on sturdy wooden carts drawn by rugged draft ponies to get the job done. Be it stores of black powder, payloads of ammunition, or even sloshing barrels of the famous Zannil Bugman's XXXXXX, the carts and their ponies accompany the Dwarfs to war and ensure they are properly equipped to face the trials that await them.

War Machine



Goblin-Hewers

Despite its undeniable efficacy and ingenuity, the Goblin-hewer is a device seldom seen amongst Dwarfen throngs, due to its questionable origins. Rumours abound that the original blueprints were stolen from a famous Engineer and rushed to completion by the thief, and that when the war machine was unveiled a vicious feud broke out within the Engineers Guild as accusations and counter-accusations were flung back and forth between rival factions. Many Engineers were expelled from the guild over the incident and shaved their beards in shame, taking with them examples of a fine war machine that no right-thinking Dwarf would ever wish to operate. Even to this day, rogues try to claim the weapon as their invention, and only members of the Slayer Cult will agree to crew one.

Goblin-Hewers

	M	WS	BS	S	T	W	I	A	Ld	Points
Goblin-Hewer	-	-	-	-	6	3	-	-	-	120
Slayer Crew	3	4	3	3	4	1	2	1	10	-

Troop Type: War machine

Base Size: 50 x 50 mm (war machine), 25 x 25 mm (crew)

Unit Size: 1

Equipment: Goblin-hewer and hand weapons

Options:

- May purchase Engineering runes up to a total of 50 points

Special Rules: Hatred (Orcs & Goblins), Immune to Psychology, Magic Resistance (-1), Skirmishers, Unbreakable

	R	S	AP	Special Rules
Goblin-hewer	36"	4	-1	Armour Bane (1), Cumbersome, Move or Shoot, Whirling Doom

Notes: This weapon uses the Stone Thrower Misfire table.

Goblin-Hewer Special Rules

Whirling Doom: With a single salvo of spinning axes, a Goblin-hewer can cut through several ranks of troops. When shooting a Goblin-hewer, roll an Artillery dice before making any rolls To Hit. The number of shots fired is equal to the roll of the Artillery dice plus a D3 modifier:

- Per rank (including the rear rank, even if it is incomplete), if the Goblin-hewer lies in the unit's front or rear arc.
- Per file, if the Goblin-hewer lies in the unit's flank arc.

However, if a misfire is rolled on the Artillery dice, no shots are fired and a critical fault has occurred. Roll immediately on the appropriate Misfire table to determine exactly what.

Innovative Engineers

Any army made using the Dwarfen Mountain Holds Grand Army composition list that includes one or more Slayers of Legend may include 0-1 Goblin-hewer per 1,000 points as a Rare choice.



RUNIC TATTOOS

Many members of the Slayer Cult pay large sums of gold to have powerful runes tattooed onto their flesh. Such tattoos vary greatly in their intended purpose, but what all have in common is that the Slayers that wear them do so in the hope of meeting a magnificent doom.

To represent this, some characters may purchase runic tattoos. These cannot be duplicated on the same model and no two characters in your army can have the same combination of runic tattoos:

- **Doomseekers:** May purchase up to three runic tattoos.
- **Daemon Slayers:** May purchase up to two runic tattoos.
- **Dragon Slayers:** May purchase a single runic tattoo.

Rune Of The Dishonoured.....50 Points

This dreadful mark prolongs the shame of the one who bears it.

Daemon Slayers and Dragon Slayers only. Once a model with this runic tattoo is reduced to their last Wound, they gain a 3+ Ward save against any further wounds suffered. However, at the end of the battle, a model with this runic tattoo that has been slain is worth no Victory Points. If it is still alive, the enemy player wins a bonus number of Victory Points equal to 100% of its points cost.

Rune Of Endless Battle40 Points

Those who bear this tattoo struggle to contain their rage once battle begins.

During the Combat phase of any turn in which a model with this runic tattoo charged, every attack it makes that causes an unsaved wound allows it to immediately make one additional attack.

Note that any additional attacks that cause unsaved wounds and any unsaved wounds caused by the Impact Hits (X) special rule do not benefit from this special rule.

Rune Of The Reckless.....35 Points

Slayers that bear this tattoo fight with a burning and uncontrollable fury.

A model with this runic tattoo gains the Frenzy special rule and, during the Combat phase, has a +1 modifier to their rolls To Hit. However, enemy models that target this model during the Combat phase also have a +1 modifier to their rolls To Hit.

Rune Of The Hateful30 Points

This unpleasant tattoo fills its bearer with hate and bitterness.

A model with this runic tattoo gains the Hatred (all enemies) special rule.

Rune Of Grit.....25 Points

The flesh of those marked with this rune takes on the texture of stone.

A model with this runic tattoo has a +1 modifier to its Toughness characteristic.

Rune Of The Dauntless15 Points

Those marked with this rune seek the deadliest foes to challenge in single combat.

A model with this runic tattoo must always issue and accept challenges (if possible). During a challenge, this model may re-roll any failed rolls To Hit.

Rune Of Wrath.....15 Points

Those that bear this rune upon their flesh are filled with wrath.

A model with this runic tattoo has a +1 modifier to its Attacks characteristic.

Warrior's Rune.....10 Points

Only the most skilled of warriors are permitted to bear this mark upon their flesh.

A model with this runic tattoo has a +1 modifier to its Weapon Skill characteristic.

Rune Of Blazing Fury.....5 Points

The rage of the ancestors burns brightly within this fiery rune.

A model with this runic tattoo has the Flaming Attacks special rule.



ENGINEERS' WEAPON RUNES

Many a young Dwarf Engineer has dedicated a great deal of their time to devising ingenious and effective ways to inscribe runes upon hand-held missile weapons such as crossbows and handguns. Much to their chagrin, and in affirmation of their elders' warnings, most such endeavours end in failure, but a few noted exceptions exist.

The following weapon runes can only be inscribed upon a crossbow or handgun. These runes follow all of the normal rules for weapon runes, as described in *Forces of Fantasy*.

Master Rune Of Slaying.....50 Points

The power held within this master rune has sent the likes of Giants, Trolls and even Dragons running for cover.

When making a roll To Wound against an enemy whose troop type is 'behemot' with a weapon inscribed with this rune, a roll of 3+ is always a success regardless of the target's Toughness. In addition, a weapon inscribed with this rune gains the Multiple Wounds (D3) special rule.

Master Rune Of Piercing.....40 Points

Projectiles shot by this weapon punch through armour and flesh without slowing, allowing the wielder to cut down swathes of enemies in a single shot.

A weapon inscribed with this rune has a +1 modifier to its Strength characteristic. In addition, a weapon inscribed with this rune shoots like a bolt thrower, using the 'Through & Through' special rule (see page 223 of the *Warhammer: the Old World* rulebook).

Master Rune Of Bursting Flame35 Points

On contact with the enemy, the shot from weapons inscribed with this powerful rune explodes in a shower of burning fragments.

If the roll To Hit is successful, a weapon inscribed with this rune causes 2D3 hits to the target enemy unit, rather than the usual one hit.



Rune Of Concussive Force.....30 Points

Emblazoned upon the ammunition itself, this rune disorientates the enemy with a flash of light and a thunderous burst of sound.

A unit hit with an attack made by a weapon inscribed with this rune gains the Stupidity special rule until your next Start of Turn sub-phase.

Rune Of Accuracy20 Points

Favoured amongst older Engineers, this rune helps the bearer to ignore distractions and focus in on their target.

A weapon inscribed with this rune does not suffer any negative To Hit modifiers.

Rune Of Rapid Fire15 Points

Thanks to some clever innovation and a specially crafted rune, this weapon can unleash a salvo of rounds in the time it takes similar weapons to fire a single shot.

A weapon inscribed with this rune gains the Multiple Shots (2) and Quick Shot special rules.

Rune Of Molten Steel10 Points

This rune empowers the projectile to burn with the heat of the forge as it impacts the enemy.

A weapon inscribed with this rune gains the Flaming Attacks special rule.

Enchanted Rune5 Points

Simple runic enchantments help otherwise mundane ammunition to punch through magical wards and otherworldly armour.

A weapon inscribed with this rune gains the Magical Attacks special rule.

