

DWARFS

VERSION 2.0

UPDATED 31/03/19

INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

Our Dwarf warband owes as much to the works of Tolkien and traditional role-playing games as it does to the Norse and Germanic myths from which these creatures ultimately derive. The image is now so established in fiction, film, and video games that readers will immediately recognise our theme. Naturally that theme can be interpreted in different ways, and our list has been constructed with that in mind, allowing the player to build a warband inspired by works of fiction, legend, or simply by the availability of suitable models of which there are now so many.

Dwarfs are shorter than humans, stout, immensely strong, hardy, ill-tempered, proud to the point of taking offense at every imagined slight, expert at making and smithying, fond of living underneath mountains, and - most importantly of all - very keen on gold.

This list provides us with a variety of dwarf warriors from stubborn guards to axe-wielding warriors clad in armour and wily archers with bows or crossbows. We also have rangers that combine big axes, crossbows and the vengeful rule and crazed psychotic axe wielding maniacs - fanatical death-cultists sworn to die heroically in battle in a manner to be celebrated by their kind and feared by their foes for generations to come.

Dwarfs are generally creatures who like to fight with their feet firmly planted on the ground, but some manufacturers do make riders and we allow these in the form of pony cavalry. They are not terribly fast it has to be said, and most of the examples we've spotted are cold-blooded beasts to put it mildly. Our rules reflect this with a rather plodding mounted arm, but mounted they are and stout to boot, giving our riders one of the highest resist stats in the game!

Dwarf leaders are exemplars of their race, favouring lots of armour and large axes. They combine strength and hardiness together with excellent discipline, reflected in high strength, resist and command stats. Dwarf heroes are a more diverse bunch and can carry some of the more esoteric qualities such as the vengeful rule, mechanical genius rule and crazed psychotic rule - these being traits that would be unseemly in one given to the burden of high command.

When it comes to wizardry we allow for the runesmith - a master of runic magic - who serves as a wizard in our game. He lacks none of the usual fighting qualities of his kin.

Dwarfs are one of the most technologically accomplished of our fantasy races, and this is reflected in our list in the form of a great variety of war machines including fire cannons, bombards, bolt throwers and stone throwing engines. We also allow for the inclusion of primitive firearms in the form of handguns for those who wish to stray beyond the mythical past. For those to whom the mythical past is a ship that has long since sailed we include a ramshackle contraption flying machine.

ADDITIONAL NOTES

This updated version of the Dwarf Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erehwon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the [This Gaming Life](#) pages.

The Dwarf Warbands list reflects the availability of Dwarf models from a wide variety of manufacturers, and I have tried to allow for most of the weapons and armour types from those ranges. Because some ranges choose to depict Dwarfs in a heavy, late-medieval style of armour I have allowed for that. If you choose to go down that route you will have a small but incredibly resilient warband, but one that is a bit of a 'one trick pony', which can be vulnerable to magic, and which can perform poorly in scenarios where numbers and mobility count.

I have taken the opportunity to add the Organ Gun to the list, because so many players asked for it - plainly there is demand! It has also been added it as an option to the Juggernaut.

As with all of our lists this one allows you to put together a warband that suits your own preferred style and back story. Obviously, there are some essential restrictions of choice - and even these can be ignored, or new ones agreed, if players prefer. The prospect of fielding a squadron of Steam Juggernauts is not to be ignored after all - and would certainly make for a spectacular game.

DWARF LORD

Warlord Warrior Unit

Points Value: 118

Special: You must include one Dwarf Lord in your warband and one only.

Unit: Dwarf Lord	Ag	Acc	Str	Res	Init	Co	Special
1 x Dwarf Lord with axe, medium armour	4	5	6	6(8)	7	9	Tough, Command, Follow, 3xHtH, Wound
2 x Dwarf Bodyguard with axe, medium armour	4	5	6	6(8)	6	8	
Options							
<ul style="list-style-type: none"> • Give unit big axes @Free per model • Give unit bloomin' big axes @1pt per model • Give unit Stubborn rule @2pts per model • Upgrade Dwarf Lord to Wound 2 @16pts 				<ul style="list-style-type: none"> • Upgrade Dwarf Lord to Tough 2 @10pts • Add up to 2 Dwarf bodyguards @18pts each • Give unit heavy armour @9pt + 1pt per Bodyguard model increasing Res to 6(9) and adding Heavily Laden rule. 			

DWARF RUNESMITH

Warrior Unit

Points Value: 81

Special: You can include a maximum of one Runesmith in your warband.

Unit: Dwarf Runesmith	Ag	Acc	Str	Res	Init	Co	Special
1 x Runesmith with axe, medium armour	4	5	6	6(8)	7	9	Tough, 2xHtH, Wound , Magic Level 1
0 x Apprentice Runesmiths with axe, medium armour	4	5	6	6(8)	6	8	
Options							
<ul style="list-style-type: none"> • Upgrade Runesmith to Magic Level 2 @25pts • Upgrade Runesmith to Magic Level 3 @50pts • Upgrade Dwarf Runesmith to Wound 2 @16pts 				<ul style="list-style-type: none"> • Upgrade Dwarf Runesmith to Tough 2 @10pts • Give unit Stubborn rule @2pts per model • Add up to 4 Apprentice Runesmiths @18pts each 			

DWARF HERO

Warrior Unit

Points Value: 86

Special: You can include a maximum of one Dwarf Hero in your warband.

Unit: Dwarf Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Dwarf Hero with big axe, medium armour	4	5	7	6(8)	9	9	Tough 2, Hero, 3x HtH, Wound
Options							
<ul style="list-style-type: none"> • Give Hero bloomin' big axe @1pt • Upgrade Hero to Wound 2 @16pts • Upgrade Hero to Wound 3 @32pts • Upgrade Hero to Tough 3 @10pts • Give Hero Stubborn rule @2pts 				<ul style="list-style-type: none"> • Give Hero Vengeful Rule @1pt • Give Hero Mechanical Genius rule @10pts • Give Hero heavy armour @9pts increasing Res to 6(9) and adding Heavily Laden rule • Give Hero Crazed Psychotic Rule @1pt but lose all armour reducing Res to 6 			

DWARF GUARD

Warrior Unit

Points Value: 115

Special: You can include a maximum of one Dwarf Guard unit in your warband.

Unit: Dwarf Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Dwarf Guard Leader with bloomin' big axe, medium armour	4	5	6	6(8)	6	8	Tough, Stubborn
4 x Dwarf Guard with bloomin' big axe, medium armour	4	5	6	6(8)	6	8	Stubborn

Options

- Give unit halberds @free per model
- Add up to 5 Dwarf Guard @21pts each

- Give unit heavy armour @1pt per model increasing Res to 6(9) and adding Heavily Laden rule.

DWARF WARRIORS

Warrior Unit

Points Value: 100

Unit: Dwarf Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Dwarf Leader with axe, medium armour	4	5	6	6(8)	6	8	Tough
4 x Dwarf with axe, medium armour	4	5	6	6(8)	6	8	

Options

- Give unit spears @free per model
- Give unit big axes @free per model
- Give unit bloomin' big axes @1pt per model
- Give unit halberds @1pt per model

- Add up to 5 Dwarf Warriors @18pts each
- Give unit heavy armour @1pt per model increasing Res to 6(9) and adding Heavily Laden rule.

DWARF ARCHERS

Warrior Unit

Points Value: 100

Unit: Dwarf Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Dwarf Archer Leader with axe, bow, light armour	4	5	6	6(7)	6	8	Tough
4 x Dwarf Archer with axe, bow, light armour	4	5	6	6(7)	6	8	

Options

- Give unit crossbows @1pt per model
- Add up to 5 Dwarf Archers @18pts each
- Give unit medium armour @2pts per model increasing Res to 6(8)

DWARF HANDGUNNERS

Warrior Unit

Points Value: 110

Unit: Dwarf Handgunners	Ag	Acc	Str	Res	Init	Co	Special
1 x Dwarf Handgunner Leader with axe, handgun, light armour	4	5	6	6(7)	6	8	Tough
4 x Dwarf Handgunner with axe, handgun, light armour	4	5	6	6(7)	6	8	

Options

- Give unit medium armour @2pts per model increasing Res to 6(8)
- Add up to 5 Dwarf Handgunners @20pts each

DWARF PONY RIDERS

Mounted Unit

Points Value: 70

Unit: Dwarf Pony Riders	Ag	Acc	Str	Res	Init	Co	Special
1 x Dwarf Pony Rider Leader with axe, light armour	4	5	6	7(8)	6	8	Tough, Fast 6
2 x Dwarf Pony Rider Leader with axe, light armour	4	5	6	7(8)	6	8	Fast 6

Options

- Give unit medium armour @2pts per model increasing Res to 7(9)
- Add up to 2 Dwarf Pony Riders @20pts each
- Give unit spears @free per model

DWARF RANGERS

Warrior Unit

Points Value: 112

Unit: Dwarf Rangers	Ag	Acc	Str	Res	Init	Co	Special
1 x Dwarf Ranger Leader with big axe, crossbow, light armour	4	5	6	6(7)	6	9	Tough, Vengeful
4 x Dwarf Ranger with big axe, crossbow, light armour	4	5	6	6(7)	6	8	Vengeful

Options

- Give unit bloomin' big axes @1pt per model
- Give unit Stubborn rule @2pts per model
- Give unit medium armour @2pts per model increasing Res to 6(8)
- Add up to 5 Dwarf Rangers @20pts each

DWARF CRAZED PSYCHOTIC AXE WIELDING MANIACS

Warrior Unit

Points Value: 117

Unit: Dwarf Crazed Psycho... etc	Ag	Acc	Str	Res	Init	Co	Special
1 x Dwarf Maniac Leader with big axe	4	5	6	6	6	9	Tough, Crazed Psychotic, Stubborn
4 x Dwarf Maniac with big axe	4	5	6	6	6	8	Crazed Psychotic, Stubborn

Options

- Give unit bloomin' big axes @1pt per model
- Add up to 5 Dwarf Maniacs @21pts each

DWARF STONE THROWER

Artillery Unit

Points Value: 102

Unit: Dwarf Stone Thrower

	Ag	Acc	Str	Res	Init	Co	Special
--	----	-----	-----	-----	------	----	---------

3 x Dwarf crew with axes, light armour, stone throwing engine

4

5

6

6(7)

6

8

Large, Slow 3

Equipment

1 x Small Stone Thrower

Options

• Give unit Large Stone Thrower instead of Small Stone Thrower
@27pts

• Add up to 2 Dwarf crew to unit @16pts each

DWARF CANNON

Artillery Unit

Points Value: 98

Unit: Dwarf Cannon

	Ag	Acc	Str	Res	Init	Co	Special
--	----	-----	-----	-----	------	----	---------

3 x Dwarf crew with axes, light armour, small cannon

4

5

6

6(7)

6

8

Large, Slow 3

Equipment

1 x Small Cannon

Options

• Give unit Large Cannon instead of Small Cannon @50pts

• Add up to 2 Dwarf crew to unit @16pts each

DWARF FIRE CANNON

Artillery Unit

Points Value: 108

Unit: Dwarf Fire Cannon

	Ag	Acc	Str	Res	Init	Co	Special
--	----	-----	-----	-----	------	----	---------

3 x Dwarf crew with axes, light armour, fire cannon

4

5

6

6(7)

6

8

Large, Slow 3

Equipment

1 x Fire Cannon

Options

• Add up to 2 Dwarf crew to unit @16pts each

DWARF BOMBARD

Artillery Unit

Points Value: 93

Unit: Dwarf Bombard

	Ag	Acc	Str	Res	Init	Co	Special
--	----	-----	-----	-----	------	----	---------

3 x Dwarf crew with axes, light armour, bombard

4

5

6

6(7)

6

8

Large, Slow 3

Equipment

1 x Bombard

Options

• Add up to 2 Dwarf crew to unit @16pts each

DWARF BOLT THROWER

Artillery Unit

Points Value: 90

Unit: Dwarf Bolt Thrower

	Ag	Acc	Str	Res	Init	Co	Special
--	----	-----	-----	-----	------	----	---------

3 x Dwarf crew with axes, light armour, bolt throwing engine

4

5

6

6(7)

6

8

Large, Slow 3

Equipment

1 x Small Bolt Thrower

Options

• Give unit Large Bolt Thrower instead of Small Bolt Thrower
@21pts

• Add up to 2 Dwarf crew to unit @16pts each

DWARF FLYING MACHINE

Monstrosity Unit

Points Value: 94

Special: You can include a maximum of one Dwarf Flying Machine in your warband.

Unit: Dwarf Flying Machine

	Ag	Acc	Str	Res	Init	Co	Special
--	----	-----	-----	-----	------	----	---------

1 x Flying Machine with bombs

4

5

-

10

-

-

Large, Flies, Fast 10, MoD2, 0xHtH,
3x Drop SV4 Fire (Bombs), Ramshackle
Contraption

1 x Pilot with axe

-

5

5

-

6

8

Options

• Give Flying Machine bouncing bomb instead of bombs @1pt

• Make pilot Mechanical Genius @10pts

DWARF STEAM JUGGERNAUT

Monstrosity Unit

Points Value: 245

Special: You can include a maximum of one Dwarf Steam Juggernaut in your warband.

Unit: Steam Juggernaut

	Ag	Acc	Str	Res	Init	Co	Special
--	----	-----	-----	-----	------	----	---------

1 x Steam Juggernaut with small cannon and Dwarf Crew

4

5

5

15

-

-

Large, MoD3, 3xHtH SV5,
Ramshackle Contraption, Surly (machinery is like that!)

6 x Dwarf crew with axe

-

5

5

-

6

8

Equipment

1 x Small Cannon. The cannon is fixed upon the deck or possibly in a turret and is permitted to fire with a Fire or Advance order,

Options

• Give Dwarf Crew bows @2pts per model

• Give unit organ gun instead of small cannon @free

• Give Dwarf Crew crossbows @3pts per model

• Give unit large cannon instead of small cannon @50pts

• Make crew Mechanical Genius @10 pts

• Give unit fire cannon instead of small cannon @10pts

• Add up to 4 Dwarf Crew @5pts each

DWARF ORGAN GUN

Artillery Unit

Points Value: 108

Unit: Dwarf Organ Gun

	Ag	Acc	Str	Res	Init	Co	Special
--	----	-----	-----	-----	------	----	---------

3 x Dwarf crew with axes, light armour, organ gun

4

5

6

6(7)

6

8

Large, Slow 3

Equipment

1 x Organ Gun

Options

• Add up to 2 Dwarf crew to unit @16pts each

WEAPON SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Crossbow	0-10"	10-30"	-	1	Fire order to shoot
Handgun	0-10"	10-20"	-	3	Fire order to shoot
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire order to shoot, 3x Ranged SV3
Large Bolt Thrower	0-20"	20-40"	40-60"	5	Fire order to shoot, Unstoppable
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order to shoot, D6 hits
Small Cannon	0-10"	10-30"	30-40"	5	Fire order to shoot, Unstoppable
Large Cannon	0-10"	10-50"	50-100"	8	Fire order to shoot, Unstoppable
Fire Cannon	0-10"	10-20"	-	5	Fire order to shoot, Fire attacks, D6 hits
Bombard	10-20"	20-30"	30-40"	3	Overhead, Fire order to shoot, D4 hits
Organ Gun	0-10"	10-20"	20-30"	3	Fire order to shoot, D6x Ranged SV3
Bomb	0-10"	-	-	4	3x Drop SV4 Fire
Bouncing Bomb	0-20"	-	-	6	1x Drop SV6 Fire, Unstoppable
<hr/>					
Axe	Hand-to-Hand Combat			1	+1 to Strength
Big Axe	Hand-to-Hand Combat			2	
Bloomin' Big Axe	Hand-to-Hand Combat			3	Heavily laden
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles
Halberd	Hand-to-Hand Combat			2	+1 to Strength

SPECIAL RULES SUMMARY

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Crazed Psychotic. Automatically pass charge orders, cannot be routed, immune to dread and terror.

Drop. Drop attacks ignore cover modifiers.

Fire. Fire attacks add an extra pin to targets they hit.

Flies. Moves over any terrain/obstacles without test or penalties. Enemy cannot charge or follow-on in combat unless they can also fly, or if flyers are down.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Heavily Laden. Cannot sprint.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Large. +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models (artillery overhead only).

Mechanical Genius. Add +1 to Acc of all artillery in 10", +/-1 from any Monstrosity (machine) damage chart result within 10".

MoD2. Unit has 2 order dice.

Ramshackle Contraption. On a failed order result of a 10 roll on the Monstrosity damage chart.

Slow/Fast. Move at the basic rate indicated.

Stubborn. Remove 2 pins for passing Order test.

Surly. Cannot benefit from Command, Follow or Hero rules.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Unstoppable. Shot penetrates the unit hit and can strike others beyond so long as the target is hit each time. Roll twice on monstrosity damage table.

Vengeful. Must follow-on combat, double attacks in follow-on combats.

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.