

## DWARVES

The Dwarves are the most tragic of races, but their tragedy is the very foundation of their iron will. The Dwarves once lived among their gods. Noble and strong, The Dwarven pantheon led the clans in the early days and used their powers to create the vast Ringholds the Dwarves inhabit. Tragedy struck during the many conflicts that occurred in the years following the One King's death. The clans split, each attempting to gain supremacy of the others. During this turmoil, the Jackal Clan sought power by turning to the Dark One. Using their hellborn sorcery, the Jackals tried to destroy the Gods of the opposing clans and turn them to the Devout. They created what became known as the Wilding. Raw energy coursed through all the Ringholds bringing about a terrible transformation in their gods. All but the most primitive intelligence left them, as they became twisted and animalistic. For a while they fought their own people - until the Dwarves pushed them back, deep into the pits of the Ringholds. Dwarven Shamen traced the origin of the Wilding to the Jackals and a terrible war of retribution followed. Many of the Jackals were brutally killed, but many more escaped into the shadows, hiding until the Great Purge when they joined the Dark Prophets on the Dead March, becoming one at last with their demonic kin. Following the Wilding, Dwarven society was crushed and dispirited. Since the dawn of creation they had lived as one with their founders and now they lived in fear of them. The other races seized their opportunity and attacked, pressing many of the Dwarves from their birth-grounds and deep into the Ringholds. It was a time when the Elven Duke Valymir betrayed the Dragon Clan, killing their leaders and seizing control of their home. For decades, the Dwarves were fighting defensive wars against the other races and their own bestial gods. For decades, it looked like they were doomed to extinction. Then came Kahlin Cagn. Overlord of the island based Dark-Tusks, named after the dark skinned god who once led them, Kahlin Cagn was a veteran of many wars and had fought against the One King's forces centuries before. He ventured below the Holds and confronted the fallen gods of his clan. He tamed the beasts, returning to the surface with them by his side just as Elven forces were launching what would have been a decisive attack. Blood covering his body, an eye missing, he managed to find the faintest glimmers of memory in the ferocious creatures and reminded them of their connection to the Dark-Tusks. The Dwarven beasts, the like of which had never before been seen, decimated the Elves. In the months following, Kahlin Cagn became the first of the Keepers, Dwarven Shamen trained from birth to watch over their bestial gods. To breed and care for them - to unleash them on their enemies. Now, almost a century later, all the surviving clans have Keepers and Beasts. Five clans have risen to prominence, but many others still exist within their Ringholds. The Dark-Tusks are by far the most powerful and their island home has never been successfully invaded. The Wolf Clan, divided into two - Black and Grey, have claimed the most outstanding military victories against the Dark Prophets' forces - although in recent years their fortunes have lessened and their struggle grown far more defensive. The Horned Ones have made a temporary truce with the Elves to fight their common foe - The Devout. The Bloodbone have, likewise, made an uneasy pact with the Firstborn to concentrate their struggle against the Devout. While the Vulture Clan still swear allegiance to the Dwarven Overlords, they are also more willing to give their service to anyone with enough gold to buy it. The clans all have different ways and different codes. All that is certain is the sight of their armies raging into battle, their war-beasts, often called blood-totems, by their side, is one all races of the world dread.

### DWARVES ARMY SELECTION

- Your army must have a WARLORD with specified CLAN – some generic troops may have special options to buy.
- Your Army may have no more Elite Troops than Basic Troops.
- Your Army may have no more Shooting Squads than non-shooting Squads.
- Your Army may have maximum two Warmachines or/and one Monster
- Your Army may have no more Individuals than Squads.
- Your Army can be mixed clans – except Dragon Clan cannot be mixed with Vulture Clan.

### DWARVES WARLORD

Warlord is an individual that never will join any Squad. You have to buy a normal Individual from your army list or one Squad Leader to be your Warlord.

Warlord cost is the same as individual or SL.

Warlord will get additional bonuses: W+1, LD+1

If your Warlord die – every friendly models within 12” from him MUST make an Panic Test (unless they are Immune to Panic)

Every friendly unit 8” from Warlord may use his LD

## DWARVES WARMACHINES

### DWARVEN FIRETHROWER TEAM

The Dwarven Fire-Throwers are a terrifying example of Dwarven ingenuity. The Dwarves have harnessed and refined the volatile gases and fluids that are found in the steaming, sulphurous caves of the Under Realm. Their craftsmen have fashioned infernal devices to direct the ferocity of these flammable substances. It requires two Dwarves to manhandle the heavy barrels and the complex siphon that delivers searing gouts of fluid which burns with a green fire. One of them works a pump that builds up pressure while the other points the horrific nuzzle towards the enemy. This weapon is still fairly uncommon on the battlefield, though the races of Chronopia have already learned to fear its searing presence.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	10	10	0	13	12	1	21	2

Structure: Warmachine (Base size 40 mm) Type: Infantry

Armour: Chainmail

Weapon: Dwarven Firethrower; Sword

Unit size:

1-2 Dwarven Firethrower Teams (50 pts each)

Skills: Terror (1). Immune to Panic

You can buy skill: *Shoot in Combat* – You can use this weapon even in Close Combat. For 20 pts.

**Vulture Clan:** You can buy a Poison attack to Dwarven Firethrower for 30 pts.

**Dark-Tusk Clan:** Terror +1

**Blood-Bone Clan:** A-1

**Wolf Clan:** You can increase W+2 for 40 pts, but Unit size is 1.

**Horned Ones Clan:** You can change Armour type to Plated for 10 pts.

**Dragon Clan:** You can buy a Immune to Firebased attack skill for 20 pts.

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

DWARVEN FIRETHROWER				
TYPE	RANGE	RoA	Critic	St
Firebased Attack	10"+Teardrop	1	0	13

Special skills: You can fire it from the model, simply put the Teardrop to the model base or you can shoot it up to 10". Pick a point on battlefield, roll for BS. If hit put a teardrop to the point selected.

Point the teardrop 90 degree from the shooter. If miss – roll for deviation and then put teardrop.

Fumble: Your model receive firebased attack with ST 13.



## VULTURE IMPALER

The Impaler is a massive crossbow that the Vulture Clan designed to stop the charge of the Blackblood's Myrmadons. Crewed by two Dwarves, this machine can fire one gigantic bolt a tremendous distance and with surprising accuracy. This accuracy is due in part to the intricate design of the weapons totating which makes it surprisingly easy for only one Dwarf to aim the weapon. The Impaler requires two Dwarves to move it and while powerful, it is slow load. The Vulture Clan prefers to position these weapons in support positions that requie as little movement as possible. Vulture clan is happy to rent their warmachine to other clans (except Dragon Clan) for a small fee.

### Crew

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	14	12	0	13	12	1	21	2(1)

### Vulture Impaler

M	CC	RS	Dex	Ag	WP	LD	S	A	W
3	-	-	-	(+4)	-	-	-	24	4

### Hit Table:

1-15 Bolt Thrower (When Bolt Thrower is destroyed put surviving crew on 30 mm base)

16-20 Crew (When Crew Dies – remove the model from game)

Structure: Warmachine (65 mm base size. Always use Ag of Bolt Thrower as To hit modifier)

Control Zone 3"

Armour: Chainmail

Weapon:

Crew: Hand Axe

Bolt Thrower: Massive Bolts

Unit Size: 1 Vulture Impaler (100 pts) and 2 dwarf crew

Skills: Fear 3

**Vulture Clan:** -20 pts

**Dark-Tusk Clan:** Terror +1

**Blood-Bone Clan:** Impaler got A-1

**Wolf Clan:** Crew RS+1 for 25 pts.

**Horned Ones Clan:** You can change Armour type to Plated for 10 pts.



HAND AXE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	5

MASSIVE BOLT				
TYPE	RANGE	RoA	Critic	St
Piercing	(8)24-30	1*	(1-10)	16(x2)

Minimum Range is 8'. Range Modifier: -6

You can buy Killing Strike (Up to base size 50mm) for the first hit for: 25 pts.

- Bolt Thrower shoots in a straight line. When he hits the target and the target dies, it flies further. Make another RS test to see if it hits. The second hit gets St-2 and so on and so on.

## GENERIC TROOPS

### PACK OF WOLVES

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	6	0	8	(+4)	8	10	5	16	5

Structure: Basic Troops Swarm (Base size 50 mm) [Unique squad – maximum one per army]

Armour: None

Weapon: Wolf Bites

Unit size:

1 Pack of Wolves (50 pts)

Skills: Ranger, Immune to Panic and Fear, Berserk.

**Vulture Clan:** Hate Swarms (Type of troops)

**Dark-Tusk Clan:** Fear (1)

**Blood-Bone Clan:** Immune to Terror

**Wolf Clan:** CC+1,W+1 Armour = Leather, can buy 2 Pack of Wolves as 1 unit for 100 pts.

**Horned Ones Clan:** You can change Armour type to Leather for 5 pts.

WOLF BITES				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	5	1	10



## KEEPER

Of all the revered positions in the Dwarven society, none engenders more respect and reverence than that of the Keeper. Charged with the maintenance and care of Carge, Keeper spend most of their time when not a war deep within the Ringhold with their once Gods. Possessed of short tempers and supernatural powers, Keepers see the wurd through the visions of their former Gods and strive to return the world to that vision, a task that involves the removal of the Devout threat. Through these visions the Keeper intimately knows that the survival of the dwarven race is contingent on the Clans ability to come together again as it was in days of old. When relations in the Great Dwarven Council break down it is the Keepers who bring their leaders back to the table to continue talks. In battle, a Keeper is a fearsome warrior. Impregnated with the power of the Gods, these noble souls may transform themselves into the very image of their Gods with a small measure of its power as well. The transformation ist frightening to behold and apparently painful to the Keeper as his body swells with the power of his Gods and expands to nearly 5 times its size. A Keeper has a varying point cost based on the Clan it serves and the Blood Totem it transforms into. This point cost is indicative of the Blood Totem they briefly become though all other stats remain the same. When transformed, a Keeper uses the stats and powers of the Totem it transform into.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	14	10	12	-2	16	14	2	24	3

Structure: Individual (Base size 30 mm)

Armour: Plated

Weapon: Spear and Sword

Unit size:

1 Keeper (100 pts)

Skills: *Immune to Panic, Fear and Terror. Deamon Slayer. Fight Master.*

*Transform into Totem* – In Magic phase (if there are no Totems in play by your side) Keeper may try to transform to Totem of his clan. Make a WP test -8 (treat it like Ritual). If succes, Keeper changing to Clan Totem and may act normal this turn and next one. After that turn back to Keeper state and loosing 1 wound, which cannot be healed in any way.

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

SPEAR				
TYPE	RANGE	RoA	Critic	St
Polearm	1"	1	1	9



## VULTURE CLAN

### VULTURE LEGION

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	10	10	-1	13	12	1	21	1

Structure: Basic Troops (Base size 25 mm) You can mix Swordsman and Gauntlets into one unit.

Armour: Plated (Swordsman + Shield)

Weapon: Sword or Gauntlet

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test

Unit size:

4-8 Vulture Legion (each for 16 pts)

- plus leader for 21 pts
- one Vulture Legion can be a standard bearer for 6 pts
- one Vulture Legion can be a musician for 6 pts

Skills: Swordsman – can upgrade shields to spike shields for 1 pts per model;

Gauntlet – may buy Fight Master skill for 1 pts per model (you have to choose to use Fight Master skill or Support Weapon skill)

VULTURE CLAN: Legion get skill: Line Breaker for free

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

GAUNTLET				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	0	5

Special skill: Support Weapon (can increase main weapon Dam modifier to St(x+1) – in this case Sword will be St 8(x2) )



## VULTURE CROSSBOWMAN

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	12	10	0	13	12	1	20	1

Structure: Basic Troops (Base size 25 mm) [Shooting unit]

Armour: Plated

Weapon: Sword and Crossbow

Unit size:

2-4 Vulture Crossowman (21 pts each)

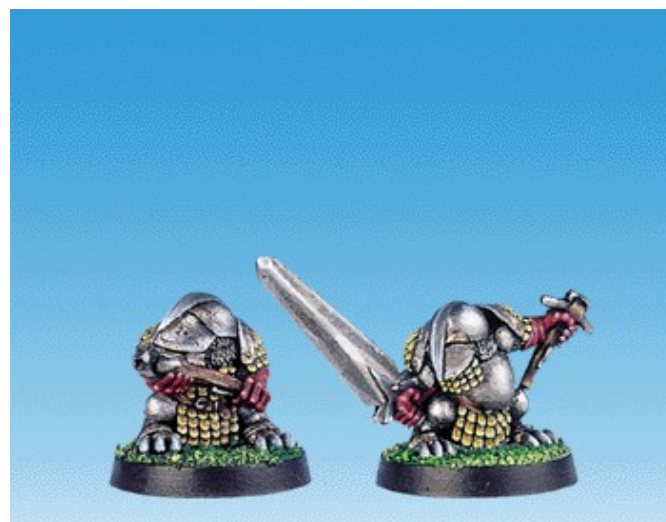
Skills: Leaderless.

You may buy immune to Panic skill for 16 pts.

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

CROSSBOW				
TYPE	RANGE	RoA	Critic	St
Piercing	16-20	1	(1-2)	10(x2)

Range modifier: -4



## VULTURE MALLET WARRIORS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	10	-2	15	13	1	23	1

Structure: Elite Troops (Base size 25 mm).

Armour: Plated

Weapon: Two-handed War Mallet

Unit size:

4-8 Mallet Warriors (25 pts each)

Skills: Leaderless. Immune to Panic. Hate Dragon Clan and Jackel Clan Dwarves.

You may buy immune to Fear skill for 20 pts for whole unit.

You may buy a swing skill for 10 pts per model.

TWO-HANDED WAR MALLET				
TYPE	RANGE	RoA	Critic	St
Crushing	1"	1	(1-2)	10(x2)

Special skill: Shield crusher - If targeted to enemy using any kind of shield (buckler, shield etc), that enemy cannot use shield of any kind. (It works with combination of Swing skill)





## VULTURE MARKSMAN

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	14	11	-1	16	14	1	21	3

Structure: Individual (Base size 30 mm)

Armour: Plated

Weapon: Sword and Heavy Crossbow

Unit size:

1 Vulture Marksman (65 pts)

Skills: Immune to Panic and Fear. Eagle Eye; Marksman; *Nerves of steel*.

You can buy Healer (3) skill for 15 pts and/or Came out of nowhere for 10 pts.

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

HEAVY CROSSBOW				
TYPE	RANGE	RoA	Critic	St
Piercing	16-20	1	(1-3)	12(x2)

Range modifier: -4



## TALON LORD

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	14	10	12	-2	16	14	1	24	3

Structure: Individual (Base size 30 mm)

Armour: Plated

Weapon: Spear of Virtue

Unit size:

1 Talon Lord (125 pts)

Skills: *Immune to Panic, Fear and Terror. Healer (3); Regeneration (3); Swing; Deamon Slayer.*

You can buy Martial Art Master for 25 pts.

SPEAR OF VIRTUE				
TYPE	RANGE	RoA	Critic	St
Polearm	2"	3	1	13

Skills: Runic Weapon (1) – You can buy Runic Weapon +2 for 50 pts.

- 1) That rune on the weapon gives the wielder skill: *Terror (3)*
- 2) That rune on the weapon gives the wielder skill: *Berserk*
- 3) That rune on the weapon gives weapon skill: *Poison Attack* and *Immune to Poison Attack*
- 4) That rune on the weapon gives the wielder skill: *Stone Skin*



## VULTURE BLOOD TOTEM

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	12	8	10	-1	16	12	4	23	3

Structure: Monster squad (Base size 50 mm) [Demon]

Armour: Leather

Weapon: Claws and Beak attack

Unit Size:

1-3 Vulture Blood Totems – You need to have a Vulture Clan Keeper to buy this Totems. (60 pts)

Skills: Fear (3), Leap (7), Fight Master

You can buy Fly skill for 20 pts. And/or Poison Attack for 15 pts.

CLAWS				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

BEAK ATTACK				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	2	(1-2)	9



# DRAGON CLAN

## ORDER OF VENGEANCE WARRIORS

The Order of Vengeance has been determined to be collection of Dracon Clan survivors who have dedicated themselves to the destruction of all things Elven. They have spent their decades in exile in the harsh Feral Dark of their Ringhold, becoming practiced in surviving in the worst conditions with the threat of hungry predators ever present. The Dwarves of this Order are stoic and betray no emotion whatsoever, even when faced with their hated nemesis the Elves. They attack in practiced groups and do not falter under the withering fear caused by many of the Devout's demons.

These war bands have no leader to speak of, survival in the Under Realms conditioning them to rely on each other as well as themselves. The Order fights with ruthless efficiency often employing flesh eating chemicals that coat their blades and gaseous grenades that release a choking toxin. Rarely speaking, the Order communicates with quick gestures and short sounds, suited no doubt for the lightless world of the Under Realms. No member of the Order has been taken captive alive to this day. Preferring suicide to the ignominy of capture, the Order will ingest a caustic substance when facing the possibility of capture to hasten their passing to join their kindred.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	14	10	-3	15	13	1	21	1

Structure: Elite Troops (Base size 25 mm).

Armour: Plated + Buckler for extra 1 point per mini

Weapon: Poisoned Swords and Toxin Grenades.

Unit size:

2-4 Order of Vengeance Warriors (30 pts each)

Skills: Leaderless. Immune to Panic, Fear and Terror. Hate Elves. Immune to poison. Shield Master. You won't take me alive – After Order of Vengeance Warrior will lost a last wound, put on his base a Large Explosion Template. Everybody under the template will receive ST=8 Poison Autohit.

POISON SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	9

Special skill: Poison Attack

TOXIN GRANADE				
TYPE	RANGE	RoA	Critic	St
Thrown	12" LE	1	0	8

Special skill: Poison Attack.



(You can buy those minis here: <http://www.fourminiatures.com> )

## ORDER OF VENGEANCE DRAGON SINGER

Dragon Singers are specialized members of the Order who have retained their knowledge of communicating and soothing Dragons from the days when they groomed these great beasts in the aeries of their Ringhold. They can communicate with Dragon-kind through a series of sound they make that, to the unknowing, simply sound like singig. Even the drug-addled Dragonbane that the Elves currendy breed recognize this tongue and respond to it.

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
4	13	14	11	-3	16	14	1	22	2

Structure: Individual (Base size 30 mm).

Armour: Plated

Weapon: Poisoned Sword and Toxin Granades.

Unit size:

1 Order of Vengeance Dragon Singer (65 pts)

Skills: Immune to Panic, Fear and Terror. Hate Elves. Immune to poison.

*You won't take me alive* – After Order of Vengeance Warrior will lost a last wound, put on his base a Large Explosion Template. Everybody under the template will receive ST=8 Poison Autohit.

*Dragon Launguage* – You can use this skill in magic phase just like a casting a normal spell (so you couldn't made a advanced move). If in 18” from you is a dragon (or elvish dragonbane) you could try to speak to it. Dragon need to do a WP test – (all of models from Dragon Clan on the board). If failed – you take control of him till the end of next turn. You can attack with dragon, move next turn and attack etc, but if the dragon has a rider – you do not control the rider.

You can buy: Immune to Fire based attacks for 25 pts.

<b>POISON SWORD</b>				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	9

Special skill: Poison Attack

<b>TOXIN GRANADE</b>				
TYPE	RANGE	RoA	Critic	St
Thrown	12” LE	1	0	8

Special skill: Poison Attack.



(You can buy this mini here: <http://www.fouraminiatures.com> )

## DRAGON BLOOD TOTEM

Most rare and most powerful of all Dwarven Totems. There are few who saw it and escaped alive. It might be only two keepers left all over the world, who knows how to summon and control it.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
7	16	10	16	(+6)	18	15	10	26	10

Structure: Monster (Base size 170 mm) [Dragon]

Armour: Plated

Weapon: Mighty Claws and Jaws and Fire breath

Unit size: 1 Dragon Blood Totem (500 pts) You need to have a Dragon Clan Keeper to buy this Totem

Skills: Terror (10), Fly, Shoot in Combat, Fight Master.

You can buy a Burning skill for 50 pts.

MIGHTY CLAWS AND JAWS				
TYPE	RANGE	RoA	Critic	St
Polearm	3"	3	1	10(x2)

FIRE BREATH				
TYPE	RANGE	RoA	Critic	St
Fire based attack	Tear Template	1	0	10



## DARK TUSK CLAN

### DARK TUSK LEGION

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	10	10	-1	13	11	2	22	1

Structure: Basic Troops (Base size 25 mm) You can mix Swordsman and Gauntlets into one unit.

Armour: Plated (Swordsman + Shield)

Weapon: Sword or Gauntlet

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musican: A-1; LD+1 for break test

Unit size:

4-8 Dark Tusk Legion (each for 18 pts)

- plus leader for 23 pts
- one Vulture Legion can be a standard bearer for 6 pts
- one Vulture Legion can be a musican for 6 pts

Skills: Immune to Fear.

Dark Tusk Ram - Ram attack has: First Strike. Damage = (St) + x. Where x is equal traveled inches in straight line.

Swordsman – can upgrade shields to spike shields for 1 pts per model;

Gauntlet – may buy Fight Master skill for 1 pts per model (you have to choose to use Fight Master skill or Support Weapon skill)

DARK TUSK CLAN: Legion get skill: Line Breaker for free

<b>SWORD</b>				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

<b>GAUNTLET</b>				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	0	5

Special skill: Support Weapon (can increase main weapon Dam modifier to St(x+1) – in this case Sword will be St 8(x2) )



## DARK STAR WARRIORS

Dark Star units are trained to use their head gear as a weapon, mimicking the charge of their Blood Totem. Once in melee, the Dark Stars pound their foes with heavy, two-handed morning stars. Like most Dark Tusks, Dark Stars will give quarter to an enemy who surrenders though their version of quarter does not exactly translate well with other races. It is considered perfectly acceptable for surrendered troops to be hobbled right on the battlefield insuring the sincerity of their intentions. It is a peculiar trait that the Dark Stars as a group paint their armor in the blood of their enemies after battle. Some veteran Dark Stars even wear armor of deep crimson or black as a testament to the amount of kills they are attributed.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	10	-1	14	12	2	23	1

Structure: Elite Troops (Base size 25 mm)

Armour: Plated

Weapon: Two-handed Morning Stars

Unit size:

4 Dark Star Warriors (each for 22 pts)

Skills: Came out of nowhere, Leaderless.

Dark Tusk Ram - Ram attack has: First Strike. Damage = (St) + x. Where x is equal traveled inches in straight line.

You can buy a skill: Trophy of the enemy – Unit gains Fear (1) and WP+1 (for 5 pts per model)

DARK TUSK CLAN: Legion get skill: Line Breaker for free

TWO-HANDED MORNING STAR				
TYPE	RANGE	RoA	Critic	St
Crushing	1"	1	(1-2)	10(x2)





## DARK AXE WARRIORS

Dark Axe Warriors were miners in peace time; the very hands that helped carve out the Ringholds and shape them according to the designs of their Gods. The defilement of their homes and the destruction of their peoples have left these artisans angry and bitter, a seething bundle of rage and hatred. Given their special emotional predilection, the Axe Warriors have formed up into their own units so that the rest of the army may better function. Often moody, feral and uncontrollable when provoked, Axe Warriors do not adhere to any of the formalities of war. It is everything their leaders can do to restrain them till it is appropriate to attack. Though the Rules of War are the highest principles that guide the army, the Dark Axes are maintained so that no Dark Tusk would outlive his usefulness to the Clan and no honor would be lost for his family. In battle, Dark Axes will frequently forget the etiquette of war that is part of their heritage and charge screaming into their enemies. They strike initially with a goring attack that uses the tusks on their helmets and following this strike out with their elongated pick axes.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	10	-1	14	12	2	23	1

Structure: Elite Troops (Base size 25 mm)

Armour: Plated

Weapon: Two-handed Pick Axe

Unit size:

4-8 Dark Axe Warriors (each for 22 pts)

Skills: Leaderless,

Dark Tusk Ram - Ram attack has: First Strike. Damage = (St) + x. Where x is equal traveled inches in straight line.

You can buy a skill: Berserk for 3 pts per model.

DARK TUSK CLAN: Legion get skill: Line Breaker for free

TWO-HANDED PICK AXE				
TYPE	RANGE	RoA	Critic	St
Cut	1"	1	(1-2)	11(x2)



## DARK TUSK HERO

Possessed with the rage of their fallen Gods, heroes have seen countless battles and shed gallons of blood during their lives. They have attained the status of hero in recognition of the fact that they are prone to a similar berserk madness as the Axe Warriors, though they manage to retain their focus and reason quickly. It seems to be a common occurrence that Dark Tusk warriors who live long enough and fight in enough battles eventually share the blinding wrath of their God.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	13	10	10	-2	15	13	3	23	3

Structure: Individual (Base size 30 mm)

Armour: Plated

Weapon: Two-handed Pick Axe

Unit size:

1 Dark Tusk Hero (each for 66 pts)

Skills: Immune to Panic, Fear.

Dark Tusk Ram - Ram attack has: First Strike. Damage = (St) + x. Where x is equal traveled inches in straight line.

You can buy a skill: Berserk for 4 pts.

DARK TUSK CLAN: Legion get skill: Line Breaker for free

TWO-HANDED PICK AXE				
TYPE	RANGE	RoA	Critic	St
Cut	1"	1	(1-2)	11(x2)

You may buy a Runic Weapon (1) skill for 20 pts.

- 1) That rune on the weapon increase *Critic interval* to (1-4)
- 2) That rune on the weapon gives weapon skill: *Poison Attack* and *Immune to Poison Attack*
- 3) That rune on the weapon gives the wielder skill: *Stone Skin*
- 4) That rune on the weapon increase RoA to 3



## DARK TUSKED RIDER

These heavily armored troops are armed with broad-bladed Goring Spears and ride Khrall Mounts, beasts' native to the Lands of Flame. As such, these warriors are capable of traversing great distances in the desert and are frequently employed in attacks in these harsh climes. Because of their rugged disposition however, the Raiders are found in many other theatres of war. These troops charge into battle trying to impale their enemies on their spears while their Khrall mount attacks with its central horn.

### Raider

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	10	-1	14	12	2	23	1

### Khrall

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	7	0	8	(+1)	8	8	4	22	2

### Hit Table

1-16 Khrall

17-20 Raider

(When Raider or Khrall dies - remove the model from game)

Structure: Elite Troops (Base size 50 mm) Type: Cavalry

Armour: Plated and Shields

Weapon: Lance

Leader: LD +1 (Control zone +1")

### Unit size:

1-2 Dark Tusked Rider (each for 45 pts)

- plus leader for 50 pts

Skills: Immune to Panic;

Khrall: Ram

Raider: First Strike when charge bonus apply.



LANCE				
TYPE	RANGE	RoA	Critic	St
Polearm	2"	1	(1-5)	12

KHRALL BITE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	(1-2)	8

## DARK TUSK TOTEM

Resembling a massive boar, the Blood Totem of the Dark Tusks is a frenzied killing machine responsible for sending more units running in terror than any other Blood Totem. Standing over 11 cubits in height, this monster is powerful enough to shatter walls and doors and thinks nothing of most obstructions. Like many of its soldiers, the Blood Totem will charge tusk first into battle attempting to gore its enemies and hurl them from its path. Because of its uncontrollable fury, Dark Tusks give this creature a wide berth. When not in battle the Blood Totem is frequently chained to help it control the frenzy that overcomes it with no warning. The bellow of a Dark Tusk Blood Totem has been known to send an entire army of Dark Tusks into berserk fury as well as weaken the bladders of its enemies.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	12	9	15	-3	18	14	5	23	5

Structure: Monster (Base size 80 mm) [Demon]

Armour: Leather

Weapon: Tusks

Unit Size:

1 Dark Tusk Totem (150 points) You need to have a Dark Tusk Clan Keeper to buy this Totems.

Skills:

Immune to Panic, Fear and Terror. Terror (6), Ram, Killing Strike (up to base 65 mm)

You may buy a Swing skill for 100 pts.

TUSKS				
TYPE	RANGE	RoA	Critic	St
Crushing	2'	1	(1-3)	13



## BLOOD BONE CLAN

### BLOOD BONE LEGION

Few Dwarves relish the spilling of blood as much as the Blood Bone. When enemies engage these units it appears to distant observers that the melee is being dowsed with wild bursts of red liquid. Indeed, Clawsmen and Gauntlets strike quick and often, opening up savage wounds in their opponents in their whirling attacks. Few can actually watch a Clawsman attack as his movements seem to blur from their speed. In reality the "blinding speed" is less a factor of actual mobility as it is the obscurement of their attacks by the constant splashing of blood.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	10	10	-1	13	12	1	21	1

Structure: Basic Troops (Base size 25 mm) You can mix Swordsman and Gauntlets into one unit.

Armour: Plated (Clawsman got Shields)

Weapon: Ripper Claw or Ripper Claw and Gauntlet

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test

Unit size:

4-8 Blood Bone Legion (each for 16 pts)

- plus leader for 21 pts
- one Blood Bone Legion can be a standard bearer for 6 pts
- one Blood Bone Legion can be a musician for 6 pts

Skills: Clawsman – can upgrade shields to spike shields for 1 pts per model;

Gauntlet – may buy Fight Master skill for 1 pts per model (you have to choose to use Fight Master skill or Support Weapon skill)

BLOOD BONE CLAN: Legion get skill: Line Breaker for free

RIPPER CLAW				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	(1-3)	7

GAUNTLET				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	0	5

Special skill: Support Weapon (can increase main weapon Dam modifier to St(x+1) – in this case Sword will be St 8(x2) )



## BLOOD BONE AXEMAN

In keeping with the Blood Bones predilection for spilling blood, the Axemen are a commanding presence on the battlefield, carving great swathes through their enemy with indifferent relish. Contingents of Axemen are a staple in the Blood Bone force and like all Blood Bone Dwarves, share a penchant for spilling blood, a practice they believe honors their Founder.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	10	10	-1	16	13	1	22	1

Structure: Basic Troops (Base size 25 mm)

Armour: Plated + Shields (Can be upgraded to spiked shields for 1 pts per model)

Weapon: Axe

Leader: LD +1 (Control zone +1")

Unit size:

4-8 Blood Bone Axeman (each for 16 pts)

Leader: LD +1 (Control zone +1")

- Up to 1 leader for (21 pts)

Skills: Immune to Panic

BLOOD BONE CLAN: Legion get skill: Line Breaker for free

AXE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	8



## BLOOD-BONE WARHAMMERS

Initially developed by the Blood Bone Clan to take out the chariot of the Firstborn and Sons of Kronos, the Warhammers are a wild and dangerous lot. Carrying incredibly heavy (even by Dwarven standards) warhammers into battle, these Dwarves can shatter the wheel of a chariot with a well placed blow or turn a shield arm to paste under the force of their impact. These units are made up of the Blood Bones blacksmiths who are the only dwarves capable of wielding these massive hammers, their lives at the forge preparing them exactly for this task.

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
4	12	10	10	-1	14	12	2	23	1

Structure: Elite Troops (Base size 25 mm)

Armour: Plated

Weapon: Warhammers

Leader: LD +1 (Control zone +1")

Unit size:

4 Blood Bone Warhammers (each for 32 pts)

Skills: Leaderless, Killing Strike (Up to 40mm base), Strike last, Chariot Crasher

You can remove a skill: Strike last for 3 pts per model.

BLOOD BONE CLAN: Warhammers get skill: Line Breaker for free

WARHAMMER				
TYPE	RANGE	RoA	Critic	St
Crushing	1"	1	(1-3)	10(x2)



## BLOOD-BONE FLAYERS

When Clawsmen advance in skill and ability the Blood Bone train them in special schools where they are forced to master the sacred ripper claws of their Clan. Enduring a training that last for thwo cycles of the moon, the Flayers emerge as feral killing machines. Unlike their Dark Tusk brothers however, the Flayer are very much in control of their actions and quite focused on delivering a quick if not messy death to their enemy.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	10	-1	14	12	3	23	1

Structure: Elite Troops (Base size 25 mm)

Armour: Plated

Weapon: Ripper Claws and Shields (Can be upgraded to spiked shields for 1 pts per model)

Leader: LD +1 (Control zone +1")

Unit size:

4 Blood Bone Flyers (each for 25 pts)

- plus leader for 30 pts

Skills: Shield Masters, Immune to Panic and Fear; Swing.

You can buy a Leap (4) skill for 2 pts per model.

BLOOD BONE CLAN: Blood-bone Flyers get skill: Line Breaker for free

RIPPER CLAWS				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	(1-3)	7





## BLOOD-BONE MAULER

A Mauler is a former Flayer who has improved his skills to the point that he has forsaken the shield and wields only two of the Clans sacred weapon. In an attack that witnesses have described as almost a dance, the Mauler moves through his opponenets with practiced ease. The ripper claws he wields are sharpened to a razor edge and his armor is often emblazoned with the symbols of his status.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	13	10	10	-2	15	13	3	23	3

Structure: Individual (Base size 25 mm)

Armour: Plated

Weapon: Ripper Claws and Spiked Shield

Unit size:

1 Blood Bone Mauler – 65 pts

Skills: Shield Masters, Immune to Panic and Fear; Swing, Leap (4)

BLOOD BONE CLAN: Blood-bone Mauler get skill: Line Breaker for free

RIPPER CLAWS				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	(1-3)	7



## BLOOD BONE TUNNEL FIGHTERS

Charged with pushing back the Dwarven Labyrinth in the Under Realms, these stoic warriors live a life of constant danger, patrolling the routes between outposts and way-stations and foraging into unexplored areas to uncover new resources and suitable areas for settlement. Tunnel Fighters are hard Dwarves, renowned amongst the Clans for their courage and resilience. They have a deep understanding of battle in the Under Realms and have perfected a system of communication that relies on resonating sounds that can cover vast subterranean distances. The Blood Bone Tunnel Fighters live a life of constant patrol and discovery, and have mastered blind fighting and close combat tactics to accommodate the cramped environs of the Under Realms.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	10	-3	15	13	1	23	1

Structure: Elite Troops (Base size 25 mm).

Armour: Plated

Weapon: Spear

Leader: LD +1 (Control zone +1")

Unit size:

2 Tunnel Fighters (30 pts each)

- plus Leader for 35 pts

Skills: Immune to Panic, Fear and Terror. Hate Stygian.

You can buy *Came out of nowhere* for 5 pts per model or *They are faster then expected* for 15 pts per model.

TWO HANDED SPEAR				
TYPE	RANGE	RoA	Critic	St
Polearm	2"	1	(1-4)	13

Special skill: If not in Base to Base contact, weapon gets: Swing skill.



## BLOOD BONE BLOOD TOTEM

One of the largests of the Blood Totems. The Blood Bone Totem is a behemoth of great power and measured cunning. Its teeth and great claws slice through the strongest armor, its strength uproots the charge of a chariot or Myrmadon, and its power can crush a Blackblood Howdah. A favorite tactic of the Black Blood Totem is to strike at its enemies, scattering them with its great arms then gathering up a survivor to receive a bone shattering grip. Few beings have the strength to break free of a Blood Bone Totems deadly embrace.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	13	9	15	-3	18	14	7	23	8

Structure: Monster (Base size 80 mm) [Demon]

Armour: Leather

Weapon: Huge Ripper Claws and Demon bite

Unit Size:

1 Blood Bone Blood Totem (200 points) You need to have a Blood Bone Clan Keeper to buy this Totem.

Skills:

Immune to Panic, Fear and Terror. Terror (6), Ram, Trample, Chariot Crasher, Mighty Blow.

### HUGE RIPPER CLAWS

TYPE	RANGE	RoA	Critic	St
Cut	3"	3	(1-3)	7

### DEMON BITE

TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	7



## WOLF CLAN

### WOLF CLAN LEGION

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	10	10	-1	13	11	1	21	1

Structure: Basic Troops (Base size 25 mm) You can mix Swordsman and Gauntlets into one unit.

Armour: Plated (Swordsman + Shield)

Weapon: Sword or Gauntlet

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test

Unit size:

4-8 Wolf Clan Legion (each for 16 pts)

- plus leader for 21 pts
- one Wolf Clan Legion can be a standard bearer for 6 pts
- one Wolf Clan Legion can be a musician for 6 pts

Skills: Ranger.

Swordsman – can upgrade shields to spike shields for 1 pts per model;

Gauntlet – may buy Fight Master skill for 1 pts per model (you have to choose to use Fight Master skill or Support Weapon skill)

WOLF CLAN: Legion get skill: Immune to weather effects for free

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

GAUNTLET				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	0	5

Special skill: Support Weapon (can increase main weapon Dam modifier to St(x+1) – in this case Sword will be St 8(x2) )



## SCOUT WARRIORS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	11	11	10	-1	13	11	1	21	1

Structure: Elite Troops (Base size 25 mm) [Shooting unit].

Armour: Plated

Weapon: Hand Crossbow and Axe

Leader: LD +1 (Control zone +1")

Unit size:

4 Scout Warriors (25 pts each)

- plus Leader 30 pts

Skills: Came out of nowhere, Scout.

Howl – In magic phase unit can howl (just like casting normal spell). Every unit in 12" from them need to make a Fear test. Even if is immune to Fear.

You can buy a Ranger skill for 5 pts per model.

AXE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	8

HAND CROSSBOW				
TYPE	RANGE	RoA	Critic	St
Piercing	16-20	1	1	10

Range modifier: -4



You can buy a Scout Warriors from: [www.fourminiatures.com](http://www.fourminiatures.com)

## DESERT WOLF WARRIORS

Trained for battle in the harsh southern deserts, these specialized warriors wield large two-handed axes carved in the likeness of their feral patron. Desert Warriors are able to lie still in the desert sand for hours at a time before springing up to surprise the enemy. Just how the Desert Warriors are able to hold their breath for so long remains a mystery but it seems that the harsh temperatures and sandstorms are no impediment to these hardy warriors.

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
5	10	10	10	-1	15	12	1	21	1

Structure: Elite Troops (Base size 25 mm).

Armour: Plated

Weapon: Battle Axe

Unit size:

4-8 Desert Wolf Warriors (20 pts each)

Skills: Immune to Summer weather. Came out of nowhere (\*-only in Summer time). Group Attack. You can buy a ranger skill for 5 pts per model.

<b>BATTLE AXE</b>				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	(1-2)	9



## SCAVENGER

There is a tragic sadness that can be seen in the eyes of a Wolf Clan Dwarf that was alive during the Jackal Clan Wars, a sadness that comes from the killing of your own kin. These grizzled veterans, having seen more death and mutilation than anyone should in a lifetime, have separated themselves from the main body of Clan society. In their resolve they long for the quiet and peace that comes from the vast Under Realm and become loners and hermits, rarely interacting with the Clan unless called upon to serve it. In these times when the needs of the Clan require their special skills, these dark assassins answer the call with deliberate action and measured resolve.

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
4	13	10	10	-2	16	13	3	23	3

Structure: Individual (Base size 25 mm)

Armour: Plated

Weapon: Crossbow and Battle Axe

Unit size:

1 Scavenger – 100 pts

Skill: They are faster then expected; Marksman; Ranger; Archery Master

<b>BATTLE AXE</b>				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	(1-2)	9

<b>CROSSBOW</b>				
TYPE	RANGE	RoA	Critic	St
Piercing	16-20	1	(1-2)	10(x2)

Range modifier: -4



You can buy a this miniature from: [www.fourminiatures.com](http://www.fourminiatures.com)

## AXE WARRIORS

When the Wolf Legion's commando tactics drive the enemy into the awaiting arms of the main force, it is the Axe Warriors who are usually the first to greet them. Trained to strike en mass, the Axe Warriors seem to move as one, their fluid attacks striking as if from a single source.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	10	10	-1	16	13	1	22	1

Structure: Basic Troops (Base size 25 mm)

Armour: Plated

Weapon: Battle Axe

Leader: LD +1 (Control zone +1")

Unit size:

4-8 Axe Warriors (each for 16 pts)

- Up to 1 leader for (21 pts)

Skills: Swing

WOLF CLAN: Legion get skill: Berserker for free

BATTLE AXE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	(1-2)	9



You can buy a this miniature from: [www.fourminiatures.com](http://www.fourminiatures.com)



## WOLVEN BLOOD TOTEM

Closest to the true form of their Gods, the Wolf Clan's Blood Totem are monstrous multi-headed wolves whose size and otherworldly eyes betray their unnatural origins. With a keen sense of smell and excellent vision, the Blood Totem of the Wolf Clan are the most stable of the Blood Totems, capable of calculating decisions and careful deduction. They are swift opponents who prefer to strike out with their fanged maws to wound their enemies with their deadly bite. Once wounded, a Blood Totem will howl for its Dwarven family to finish off the victim who is surely weakened by the caustic saliva that infects the wounds it inflicts. It is said that Wolf Clan Blood Totems are frequent guests in Council meetings and deliberations as they know instantly when an untruth is spoken. When questioning prisoners it is common practice to place a limb into the open maw of a Blood Totem and begin questioning. Should a lie be told, a new limb will be placed into the maw for the next question.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	12	0	10	0	10	12	5	20	5

Structure: Monster [Demon] (Base size 50 mm)

Armour: Leather

Weapon: Toxic Wolf Bites

Unit size:

1 Wolven Blood Totem (140 pts) You need to have a Wolf Clan Keeper to buy this Totem.

Skills: Leap (8). Immune to Panic and Fear. Terror (3); Ranger

TOXIC WOLF BITES				
TYPE	RANGE	RoA	Critic	St
Crushing	2"	5	1	10

Skill: Poison attack



[https://www.cruciblecrush.com/store/view\\_detail/20/83/03695\\_Two\\_Headed\\_Wolf\\_Oki/](https://www.cruciblecrush.com/store/view_detail/20/83/03695_Two_Headed_Wolf_Oki/)

## HORND ONES CLAN

### HORND ONES LEGION

Of all the major Dwarven Clans, the Horned Ones are the most actively fighting against the Devout. Since their capitol had fallen to the Dark Prophet Nemeth, the Horned Ones have spent day and night trying to take back their Ringholds and encouraging the other Clans to help. Marshalling with the pride of being the first to have a Keeper, the Horned Legions are dual trained in a devastating ram attack that utilizes their unique head gear. The Legions of Swordsmen and Gauntlet warriors are fanatic opponents of the Devout and must frequently be restrained from charging head long into their ranks till the command is given. Likewise they will not abide the presence of the Elves who they consider no better than Devout for their cowardly and base betrayal.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	8	12	-1	13	11	2	22	1

Structure: Basic Troops (Base size 25 mm) You can mix Swordsman and Gauntlets into one unit.

Armour: Plated (Swordsman + Shield)

Weapon: Sword or Gauntlet

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test



Unit size:

4-8 Horned Ones Legion (each for 18 pts)

- plus leader for 23 pts
- one Horned Ones Legion can be a standard bearer for 6 pts
- one Horned Ones Legion can be a musician for 6 pts

Skills: Immune to Panic.

Horned Ones Ram - Ram attack has: First Strike. Damage = (St) + x. Where x is equal traveled inches in straight line.

Swordsman – can upgrade shields to spike shields for 1 pts per model;

Gauntlet – may buy Fight Master skill for 1 pts per model (you have to choose to use Fight Master skill or Support Weapon skill)

HORNED ONES CLAN: Legion get skill: Line Breaker for free

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

GAUNTLET				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	0	5

Special skill: Support Weapon (can increase main weapon Dam modifier to St(x+1) – in this case Sword will be St 8(x2) )



## HORND ONES SPEARMEN

Organized into columns, the Spearmen of the Horned Legions are a well disciplined unit of Dwarves devised to provide their army protection from the cavalry of the Firstborn and Blackbloods. While they share the hatred of the Devout that is prevalent amongst their race and Clan, Spearmen maintain a formal regimen of mental exercise that keeps them focused and alert, able to control the anger that they all share and strike offensively with their deadly spears. If necessary, these warriors will also use their helms in battle.

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
4	9	9	10	-1	13	10	2	21	1

Structure: Basic Troops (Base size 25 mm)

Armour: Plated + Shield

Weapon: Spear

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test

Unit size:

4-8 Horned Ones Spearman (each for 20 pts)

- plus leader for 25 pts
- one Horned Ones Legion can be a standard bearer for 6 pts
- one Horned Ones Legion can be a musician for 6 pts

Skills: Pikes up.

SPEAR				
TYPE	RANGE	RoA	Critic	St
Polearm	1"	1	1	9



## AXE-HORN WARRIORS

Specializing in two-handed combat, the Axe-Horn warriors are an elite order of fighting Dwarves. Their academy trains them for fluid attacks and parries, and many an Elven Militia has found itself weaponless and being cut apart by these practiced close combatants. The Axe-Horn Warriors represent a withering presence on the battlefield and signal their charges by crossing their two axes before their chests. It is not uncommon for Axe Warriors to be positioned behind Warshield Units which allows them to move into close combat safe from most missile fire.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	10	10	10	-1	16	13	1	23	1

Structure: Elite Troops (Base size 25 mm)

Armour: Plated

Weapon: Two Battle Axes

Leader: LD +1 (Control zone +1")

Unit size:

4-8 Axe-Horn Warriors (each for 25 pts)

- Up to 1 leader for (30 pts)

Skills: Swing, Martial Art Master;

HORNED CLAN: Axe-Horn get skill: Berserker for free



TWO BATTLE AXES				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	2	(1-2)	9



## WARSHIELDS

Meant to support the front lines, the Warshields are an elite defensive unit equipped to keep the enemy at bay. From the safety provided them by their huge iron-bound shields, these warriors strike out with a lethal heavy hand crossbow that is capable of puncturing the thick hides of the Myrmadons and the armor of the Repulsars alike. In an offensive capacity, the Warshield Units march towards the enemy behind the safety of their shields, drop them and begin swinging their huge two-handed hammers, pulverizing their stunned opponents. When accompanied by a musician, the Warshields are able to concentrate their fire into a single and deadly volley. This disciplined attack is highly effective and enemies are growing to fear the sound of a Warshield Musicians horn as it usually signals the coming of painful death.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	12	6	0	16	13	2	24	1

Structure: Elite Troops (Base size 25 mm) [Shooting unit]

Armour: Plated + Spiked Shields

Weapon: Warhammer; Crossbow

Leader: LD +1 (Control zone +1")

Banner: A -1 (control zone +1")

Musician: A-1; LD+1 for break test (Fear +2)

Unit size:

4-8 Warshields (each for 35 pts)

- Up to 1 leader for (40 pts)
- One Warshield can be a Standard Bearer for 10 pts
- One Warshield can be a Musician for 5 pts.

Skills: Shield Master; Live Wall; Shield Wall.

HORNED CLAN: Axe-Horn get skill: Berserker for free

WARHAMMER				
TYPE	RANGE	RoA	Critic	St
Crushing	1"	1	(1-3)	10(x2)

CROSSBOW				
TYPE	RANGE	RoA	Critic	St
Piercing	16-20	1	(1-2)	10(x2)

Range modifier: -4



## HORN-SKULL CHAMPION

The undisputed leader of the Horned Ones is their Champion, an honor accorded to only the most accomplished veterans. Wearing their symbolic badge of office, these grizzled warriors serve as a rallying point for the Horned Ones Forces in the field. Making them more dangerous than their obvious skills and hardiness is their ability to thrust themselves into a berserk frenzy when necessary. Unlike the uncontrolled outbursts of their brethren, these warriors are in complete control of their rage, being able to come in and out of the 'red haze' (the Dwarven term for berserk rage) with practiced ease.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	12	-3	16	13	1	23	3

Structure: Individual (Base size 30 mm)

Armour: Plated

Weapon: Ripper Claws Spear

Unit size:

1 Horn-Skull Champion (65 pts)

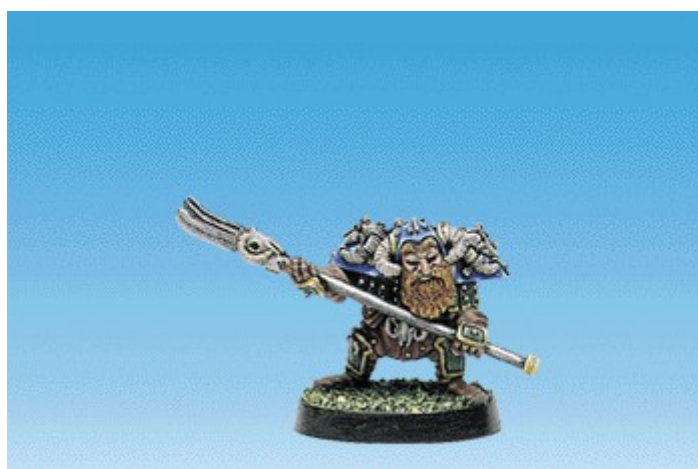
Skills: Swing, Martial Art Master; Berserk. Immune to Panic and Fear.

RIPPER CLAWS SPEAR				
TYPE	RANGE	RoA	Critic	St
Polearm	1"	3	(1-2)	10

Skill: You can buy a Runic Weapon (up to 3) paying for each 30 pts.

Runes are:

- 1) That rune on the weapon gives the wielder skill: *Terror (3)*
- 2) That rune on the weapon gives weapon skill: *Poison Attack* and *Immune to Poison Attack*
- 3) That rune on the weapon gives the wielder skill: *Stone Skin*
- 4) That rune on the weapon gives weapon skill: *Critical Damage 4*
- 5) That rune on the weapon increase *Critic interval to (1-4)*
- 6) That rune on the weapon increase weapon St to 15
- 7) That rune on the weapon gives weapon skill: *Firebased Attack*
- 8) That rune on the weapon gives weapon skill: *Frostbased Attack*



## HORNEDED ONES RAIDERS

As war has spread throughout the lands of Chronopia, the races have had to adapt to the needs of battle, altering their troops and tactics to accommodate the lands they battle in. The Horned Warriors are just such an adaptation, being designed to move easily through the harsh deserts of the southern lands as well as the mountainous climes of the north. The horned Torkha that these warriors ride come from the harsh climes of the Horned Ones and take little training to survive the heat of the south. Sure footed and powerful, these mounts make the perfect steed for the Horned Ones specialized fast assault force. The bladed flails wielded by the Raiders can carve a savage path through their enemies and the powerful horns of the Torkha have sent many an Orc flying through the air battered and near death.

### Raider

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	10	-1	14	12	2	23	1

### Torkha

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	7	0	8	(+2)	9	9	6	23	3

### Hit Table

1-16 Torkha

17-20 Raider

(When Raider or Torkha dies - remove the model from game)

Structure: Elite Troops (Base size 50 mm) Type: Cavalry

Armour: Plated

Weapon: Bladed Flail – Torkha Bite.

Unit size:

1-2 Horned Ones Riders (each for 60 pts)

Skills: Immune to Panic;

Torkha: Ram

Raider: First Strike when charge bonus apply.



### BLADED FLAIL

TYPE	RANGE	RoA	Critic	St
Cut	2"	1	(1-4)	10

### TORKHA BITE

TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	8

## WAR TORKHA

The Great Bull Torkhas of the Horned Ones are frightening monstrosities trained to carry both a Dwarven crew as well as the Heavy Repeating Crossbow they fire. Held in the highest esteem by the Horned Ones, being selected for War Torkha training is one of the highest honors conferred upon a Horned One. These powerful beasts thunder into the thick of conflict to break up the formations of the enemy and spearhead a Horned One attack. In addition to the trained crew that mans the weapon the War Torkha carries, the great beast is also fitted with special stirrups that allow it to carry extra soldiers into battle with it. Leaping from these harnesses with practiced skill, the Torkha Warriors use the momentum of their mount to throw themselves into the enemy with deadly effect.

### Raiders

M	CC	RS	Dex	Ag	WP	LD	S	A	W
4	12	10	10	-1	14	12	2	23	2

### Torkha

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	7	0	8	(+2)	9	9	6	23	3

### Hit Table

1-16 Torkha

17-20 Raider

(When Raider or Torkha dies - remove the model from game)

Structure: Monster (Base size 50 mm)

Armour: Plated

Weapon: Throwing Spear; Heavy Repeating Crossbow

Torkha: Torkha Bite.

Unit size:

1 War Torkha (125 pts)



Skills: Immune to Panic; Fear and Terror. Terror (1), Archery Master.

Torkha: Ram

Raider: First Strike when charge bonus apply.

THROWING SPEAR				
TYPE	RANGE	RoA	Critic	St
Piercing	(6-10)	1	1	10

Range modifier -4

TORKHA BITE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	8

HEAVY REPEATING CROSSBOW				
TYPE	RANGE	RoA	Critic	St
Piercing	20-30	3	1	12(x2)

Range modifier: -4



## HORNEDED ONES BLOOD TOTEM

The Blood Totem of the Horned Ones is a powerful creature that knows no fear and offers no quarter. Enemies that meet its thunderous charge are trampled mercilessly if they survive the impact of its ramming attack. When the Horned Ones marshal for war, their Blood Totems are seen towering over their forces, a misting breath escaping in measured bursts from their great nostrils. This Blood Totem is a furious fighter and possesses the greatest rage towards the Devout, which send it into fits of red haze should it encounter them. In honor of their fallen kin, the Blood Totem is often decorated with the skulls of the hated Elves who were responsible for the Dragon Clans Fall.

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	12	9	12	0	15	12	5	23	5

Structure: Monster (Base size 80 mm) [Demon]

Armour: Leather

Weapon: Huge Ripper Claws and Demon bite

Unit Size:

1 Horned Ones Blood Totem (180 points) You need to have a Horned Ones Clan Keeper to buy this Totem.

Skills:

Immune to Panic, Fear and Terror. Terror (6), Ram, Trample, Chariot Crasher, Mighty Blow.

HUGE RIPPER CLAWS				
TYPE	RANGE	RoA	Critic	St
Cut	3"	3	(1-3)	7

DEMON BITE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	7



## **DWARVEN TREASURY**

Runic Gauntlet [Passive] (1 pts per model) – CC+1

Enforced Shield [Active] (2 pts per model) – You can reroll test for shield

Elixir of protection [Active] [One use only] [Individual only] – Automatically saves from spell casted on you or squad you are in – 15 pts

Metal Boots – [Active] When model making a charge, he gets M+1 (2 pts per model)

Poison [Active] (1 pts per model) Critic of CC weapon gets +1

Gloves of Fighter [Passive] (3 pts per model) Agility gets addition -1

Helmet of Command [Active] (10 pts only for squad leader of individuals) LD+4 making morale test.

Ring of Power [Passive] (5 pts – Individual only) WP+3

Ring of Dexterity [Passive] (8 pts – Individual only) DEX+3

### **BANNERS**

Vulture Clan Banner – All models in this unit gets LD+1 (15 pts)

Dragon Clan Banner – The units gets Fear +1 (15 pts)

Dark Tusk Banner – The unit gets Hate – choose a race before game start (15 pts)

Blood Bone Banner – Unit gets Immune to Fear (5 pts)

Wolf Banner – Unit gets Immune to Panic (10 pts)

The Horned One Banner – all models from that unit gets CC+1 (15 pts)