

WARHAMMER AGE OF SIGMAR

DWARVES



WARSCROLLS
COMPENDIUM

INTRODUCTION

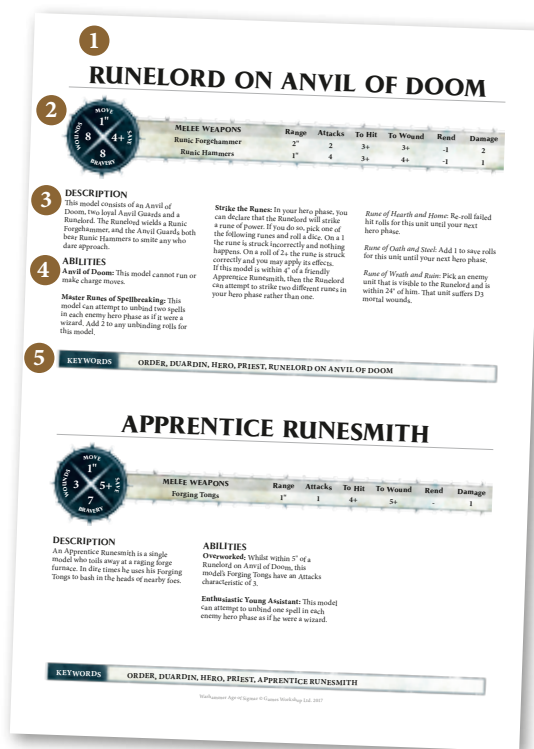
The air rings with cannon fire and booming Khazalid hymns as the Dispossessed go to war. No more resolute or resilient force is there in all the Mortal Realms, and when these duardin set forth from the gates of

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

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

WARSCROLL KEY

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



WARDEN KING ON THRONE OF POWER



MELEE WEAPONS

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

DESCRIPTION

A Warden King on Throne of Power is a single model that consists of the Throne of Power, four Thronebearers and the Warden King himself. The Warden King wields an Axe of Grimnir, wears Ancestral Armour and bears a Great Book of Grudges into battle. His Thronebearers each wield a Runic Hammer.

ABILITIES

Ancestral Armour: Re-roll failed save rolls for this model.

Great Book of Grudges: At the start of the first battle round, pick an enemy unit on the battlefield. Re-roll failed wound rolls for this model for attacks made against that enemy unit.

Throne of Power: Once per game, in the charge phase, you may re-roll one of the dice when determining this unit's charge distance. In addition, re-roll hit rolls of 1 for this unit.

KEYWORDS

ORDER, DUARDIN, HERO, WARDEN KING ON THRONE OF POWER

RUNELORD ON ANVIL OF DOOM



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Runic Forgehammer	2"	2	3+	3+	-1	2
Runic Hammers	1"	4	3+	4+	-1	1

DESCRIPTION

This model consists of an Anvil of Doom, two loyal Anvil Guards and a Runelord. The Runelord wields a Runic Forgehammer, and the Anvil Guards both bear Runic Hammers to smite any who dare approach.

ABILITIES

Anvil of Doom: This model cannot run or make charge moves.

Master Runes of Spellbreaking: This model can attempt to unbind two spells in each enemy hero phase as if it were a wizard. Add 2 to any unbinding rolls for this model.

Strike the Runes: In your hero phase, you can declare that the Runelord will strike a rune of power. If you do so, pick one of the following runes and roll a dice. On a 1 the rune is struck incorrectly and nothing happens. On a roll of 2+ the rune is struck correctly and you may apply its effects. If this model is within 4" of a friendly Apprentice Runesmith, then the Runelord can attempt to strike two different runes in your hero phase rather than one.

Rune of Hearth and Home: Re-roll failed hit rolls for this unit until your next hero phase.

Rune of Oath and Steel: Add 1 to save rolls for this unit until your next hero phase.

Rune of Wrath and Ruin: Pick an enemy unit that is visible to the Runelord and is within 24" of him. That unit suffers D3 mortal wounds.

KEYWORDS

ORDER, DUARDIN, HERO, PRIEST, RUNELORD ON ANVIL OF DOOM

APPRENTICE RUNESMITH



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Forging Tongs	1"	1	4+	5+	-	1

DESCRIPTION

An Apprentice Runesmith is a single model who toils away at a raging forge furnace. In dire times he uses his Forging Tongs to bash in the heads of nearby foes.

ABILITIES

Overworked: Whilst within 5" of a Runelord on Anvil of Doom, this model's Forging Tongs have an Attacks characteristic of 3.

Enthusiastic Young Assistant: This model can attempt to unbind one spell in each enemy hero phase as if he were a wizard.

KEYWORDS

ORDER, DUARDIN, HERO, PRIEST, APPRENTICE RUNESMITH

FAR-RANGER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Marksman's Crossbow	20"	1	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ranger Axe	1"	4	3+	3+	-1	1

DESCRIPTION

A Far-Ranger is a single model. He is armed with a sturdy Ranger Axe, a Marksman's Crossbow, and carries his family Heirloom Tankard.

ABILITIES

Veteran Ranger: Instead of setting up this unit on the battlefield, you can place it to one side in hiding. At the end of your movement phase you may set this unit up anywhere on the battlefield that is more than 9" from any enemy models.

Heirloom Tankard: Once per battle, in your hero phase, you may choose for this model to drink from this tankard to refresh and restore themselves. If you do so, heal D3 wounds that have been allocated to this unit.

KEYWORDS

ORDER, DUARDIN, HERO, FAR-RANGER

THANE WITH BATTLE STANDARD



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

DESCRIPTION

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

ABILITIES

Honour of the Clan: Re-roll failed hit rolls when attacking with this model.

Ancestral Rune Standard: In your hero phase, you can declare that this model will plant his Runic Standard. If you do, you may not move this model until your next hero phase, but until then he gains the following abilities:

Defiance of the Ancestors: Re-roll failed save rolls for this model.

Rune of Spellbreaking: Subtract 2 from casting rolls for all enemy **WIZARDS** that are within 16" of an Ancestral Rune Standard.

KEYWORDS

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

MINERS



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

DESCRIPTION

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

PROSPECTOR

The leader of this unit is the Prospector. Some Prospectors fight with a Miner's Pickaxe, but some instead wield a Steam Drill in battle. Add 1 to the Attacks characteristic of the Prospector's Miner's Pickaxe.

MINING CART

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

HORNBLOWERS

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

STANDARD BEARER

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

ABILITIES

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

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

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

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

KEYWORDS

ORDER, DUARDIN, MINERS

SLAYERS



MELEE WEAPONS

Slayer Axes

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

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

GIANT SLAYER

The leader of this unit is the Giant Slayer. Add 1 to the Attacks characteristic of the Giant Slayer's Slayer Axes.

ICON BEARER

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

HORNBLOWER

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

ABILITIES

Seeking a Glorious Death: If there is an enemy **MONSTER** visible to this unit you do not need to take battleshock tests for this unit.

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

Slayer Oath: You can add 1 to wound rolls for attacks made with Slayer Axes if the target unit has a Wounds characteristic of 2 or more.

KEYWORDS

ORDER, DUARDIN, SLAYERS

DUARDIN BOLT THROWER

WAR MACHINE



MISSILE WEAPONS

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

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

CREW



MELEE WEAPONS

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

DESCRIPTION

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

ABILITIES

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

Penetrating Shot: If a wound roll for a Runic Bolt is 6+, that shot has a Damage characteristic of D6 and a Rend characteristic of -3.

Rune of Skewering: Add 1 to wound rolls for Runic Bolts if the target unit has 20 or more models.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, DUARDIN BOLT THROWER

CREW

KEYWORDS

ORDER, DUARDIN, CREW

FLAME CANNON

WAR MACHINE



MISSILE WEAPONS

Flame Burst

Range	Attacks	To Hit	To Wound	Rend	Damage
☼	1		See below		

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

CREW



MELEE WEAPONS

Crew's Tools

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	5+	-	1

DESCRIPTION

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

ABILITIES

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

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

Rune of Burning: A Flame Burst inflicts D6 mortal wounds on the target instead of D3 if the target unit has 20 or more models (it will also inflict an additional D6 mortal wounds instead of D3 if the unit is set ablaze, as described in Flame Burst).

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, FLAME CANNON

CREW

KEYWORDS

ORDER, DUARDIN, CREW

GRUDGE THROWER

WAR MACHINE



MISSILE WEAPONS

Grudge Rock

Range	Attacks	To Hit	To Wound	Rend	Damage
8"-40"	1	☀	3+	-2	3

WAR MACHINE CREW TABLE

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

CREW



MELEE WEAPONS

Crew's Tools

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	4+	5+	-	1

DESCRIPTION

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

ABILITIES

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

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

Settling a Grudge: At the start of the first battle round, pick an enemy unit on the battlefield. Re-roll failed hit and wound rolls for this Grudge Thrower when it targets that unit.

Rune of Shattering: Grudge Rocks have a Damage characteristic of 6 instead of 3 if the target unit has 20 or more models.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, GRUDGE THROWER

CREW

KEYWORDS

ORDER, DUARDIN, CREW

SUBSTITUTE WARSCROLLS

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

Unit	Warscroll
Belegar Ironhammer	Warden King
Daemon Slayer	Unforged
Doomseekers	Slayers
Dragon Slayer	Unforged
Drunken Dwarfs	Warriors
Dwarf Adventurers	Warriors
Dwarf Bolt Thrower	Duardin Bolt Thrower
Dwarf Cannon	Cannon
Dwarf Engineer	Cogsmith
Dwarf Lord	Warden King
Dwarf Lord on Oath Stone	Warden King
Dwarf Warriors	Warriors
Garagrim Ironfist	Unforged
Gotrek	Unforged
Grimm Burloksson	Cogsmith
High King Thorgrim Grudgebearer	Warden King on Throne of Power
Josef Bugman	Far-Ranger
Kraggi	Apprentice Runesmith
Malakai Makai'sson's Goblin Hewer	Organ Gun
Master Engineer	Cogsmith
Rangers	Quarrellers
Runesmith	Runelord
Thane	Warden King
Thorek Ironbrow	Runelord on Anvil of Doom
Ungrim Ironfist	Unforged or Warden King
The White Dwarf	Warden King

PITCHED BATTLE PROFILES

DWARFS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Duardin Bolt Thrower	1	1	120	Artillery	
Flame Cannon	1	1	200	Artillery	
Grudge Thrower	1	1	180	Artillery	
Warden King on Throne of Power	1	1	220	Leader	
Far-Ranger	1	1	100	Leader	
Apprentice Runesmith	1	1	70	Leader	
Thane with Battle Standard	1	1	80	Leader	
Runelord on Anvil of Doom	1	1	140	Leader	
Slayers	5	30	60		
Miners	10	30	120		