



DWARVES



The Dwarves build their cities in mountain territories only. They may move through mountain territories without penalty and may conquer mountain territories.

DWARF SPECIAL UNIT DETAILS



Halfing Pony Rider: Pony Stables are the prerequisite for Pony Riders.



Musketeer: Musketeers may not be purchased until muskets are invented. (See the section on the Gnome Workshop for additional information.)



Cannon: Cannons may not be purchased until they are invented. See the section on the Gnome Workshop for additional information. Cannons are capable of making a ranged attack at four (see the section on ranged attacks for additional information). Cannons hits for two damage and are considered a siege weapon. (See the section on siege weapons for additional information.)



Tyvolus: Tyvolus the Juggernaut is a warrior type hero. As he gains levels he receives one additional hit for each new level. Tyvolus is immune to Fear

spells. (See the section on hero units for additional information.)



Papoomio: Papoomio is a wizard type hero. He begins the game with two first level wizard spells and is able to gain experience. He has the potential to access additional spells if he gains levels. (See the section on hero units for additional information.)



Mallon: Mallon Stonefaith is a priest type hero. He begins the game with two first level priest spells and is able to gain experience. He has the potential to access additional spells if he gains levels. (See the section on hero units for additional information.)



Dwarven Airship: This unit must first be invented. (See the Gnome Workshop for more details on this process.) It takes two hits in one battle to destroy the Dwarven Airship. The Airship defends at five against the Fear spell. The

Airship has two attacks every round. It can use its cannon to attack at a 5(-2), which hits for two damage. It also has a musket attack at 4(-1). The cannon can also make one ranged attack per round at a four (see the section on ranged attacks for additional information). This unit is only vulnerable to enemy units that can fly or make ranged attacks, such as archers, ballistas, wizards, priests, vampires, shades, etc. This unit will never need to actually land as it engages in combat and conquers territory from the sky. This unit moves three and is always considered airborne. It attacks along with front row units, but it cannot provide protection for row two or row three units. The raise dead and resurrect spell do not work on this unit. This unit may not be repurchased if it is destroyed. This unit may not build cities. It is worth thirty five XP if destroyed.

DWARF UNITS

Unit	Cost	Cost x2	Cost x4	Attack	Defense	Move	Row	Hits	Prerequisite	Qty.
Warrior	5	10	20	3	2	1	1	1		25
Bezerker	8	16	32	2 at 3	3	1	1	1		4
Archer	5	10	20	4	1	1	2	1		8
Halfing Pony Rider *	12	24	48	3	2(-1)	2	1	1	Pony Stables	10
Musketeer *	5	10	20	4(-1)	1	1	2	1	Invention	6
Cannon *	10	20	40	5(-2)	1	1	2	1	Invention	2
Tyvolus * (Hero)	21	42	84	4	3(-1)	2	1	2		1
Papoomio * (Hero)	29	58	116	3	1	2	3	2		1
Mallon * (Hero)	21	42	84	2	2	2	3	2		1
Dwarven Airship*	23	46	92	Special	3	3	1	2	Invention	1

* indicates that the unit has additional properties beyond what is listed here. See the unit details section for more information.



DWARVES



DWARF FORTRESS UPGRADES

Upgrades can only be made in the capital city. Only one upgrade can be made per turn.

Pony Stables: This upgrade costs six and provides an economic benefit of one. Pony stables are required before Halfling Pony Riders can be purchased.

Mage's Library: This upgrade costs six to build and provides an economic benefit of one. Papoomio receives two to twelve XP (rolling two dice) for every turn he remains in the Iron Mountains for the entire turn. This upgrade allows Papoomio to teleport back to The Iron Mountains during the movement phase or as a retreat in combat.

1. +1 Economic Bonus
2. Papoomio receives 2-12 XP per turn
3. Prerequisite for the Summoning of the Brave ceremony
4. Allows Papoomio to teleport back to The Iron Mountains
5. Prerequisite for the level 1 wizard spell, Teleport

Summoning of the Brave: This is a magic ceremony that Papoomio may conduct by using the Mage's Library once per game. Papoomio may teleport any two Dwarven units (including himself) from the home city to any mountain location. This ceremony takes place on the movement phase of the

turn and does not prevent Papoomio from casting another spell on the placement phase. Papoomio receives five XP for this ceremony.

Altar of Stone: It costs five to build the Altar of Stone. Every turn that Mallon spends at the Altar he will receive two to twelve XP so long as he is there for the full turn. The Altar provides an economic benefit of one. This upgrade is a prerequisite for selecting the level two priest spell resurrection.

1. +1 Economic Bonus
2. Mallon receives 2-12 XP per turn
3. Prerequisite for the level 2 priest spell, Resurrection

Gnome Workshop: The workshop costs eleven and provides an economic benefit of one. It is required before any inventions can be created. All inventions require research points. The specific number of research points required is listed next to each invention. Research points are gained at a rate of one to six per turn. The cost to roll for research points is two per roll. Only one roll may be made per turn. The type of invention being researched must be declared prior to the research die being rolled. Use the Experience and Research tracking board and the counter for the invention to track research points. Once the required number of research points is obtained the invention is discovered and the

marker is removed from the tracking board and placed on the edge of the game board near the Iron Mountains to signify that it has been invented. Inventions may be purchased on the next turn, after they are invented. Extra research points do not carry over to additional inventions.

Hardened Steel: Hardened steel allows all Dwarven units to defend with a (-1) bonus on the 1st round of combat. This improvement affects all Dwarven units immediately. 7 research points are needed to create hardened steel.

Gunpowder: 3 research points are needed to invent gunpowder. Gunpowder is the required before Muskets and Cannons may be invented.

Muskets: Gunpowder must first be invented before muskets may be invented. 4 research points are needed to invent muskets.

Cannon: Gunpowder must first be invented before the cannon may be invented. 6 research points are needed to invent the cannon.

Dwarven Airship: Muskets and Cannon must first be invented before this can be invented. 1 research point is needed to invent the Airship.

DWARF CITY AND CITY UPGRADES

CITY	Cost	Cost x2	Cost x4	Economic Benefit
Fortress	12	24	48	4
UPGRADE	Cost	Cost x2	Cost x4	Economic Benefit
Altar of Stone	5	10	20	1
Pony Stables *	6	12	24	1
Gnome Workshop *	11	22	44	1
Mage's Library *	6	12	24	1

* indicates that the upgrade has additional properties beyond what is listed here. See the upgrade details section for more information.