

Minions of Scrall



D12 Edition

Herenkoa
"Dwarf"
Supplement

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Intro

Scrall, the entity of jealousy, the deity of mistrust, the green eyed monster among monsters.

These are the thoughts of all the Guardians.

The race known as the Dwarven was a peaceful quiet tribe, settled upon the edge of the frozen wastes of the north. They thrived on there fishing and hunting. There mastery of metals and working of precious jewels and glass's were unsurpassed. Scrall watched this happy tribe and hatched her devious plans. She felt though she had been forsaken by the lord and as such wished to make amends for this, alone stranded and unloved she would find the gifts left to the races of the one God, and return them. Though she knew she could do this, she also knew that she would need help in doing it, so the plan was hatched to convert this peaceful and untroubled race to her evil biter and twisted ways.

In the beginning most of this was done from a far, leaving suggestions, and performing miracles and answering prayers, whispering into ears of nobles, and leaving signs to show her divinity.

Scrall, the being of compassion, the divinity of forgiveness, the angelic of all above.

These are the thoughts of the Dwarven.

Contents

[Before Scall](#)

[Hierarchy with in the Dwarves Colonies](#)

[Dwarf Troop Types](#)

[Warrior Hierarchy](#)

[Excavation Inquisitor](#)

[Master Smith](#)

[Shift Runners](#)

[Troop Types](#)

[The Retained](#)

[Minions Other Than Dwarfs](#)

[The Lost cavern](#)

Contents

This Book

In this book we will be looking more in depth at the army's of the Dwarfs, and their bitter and vicious entity known as Scall.

The acts they perform and there rituals.
The torturous devices which have been devised for claiming the information they want from there victims, plus the slave trade they enforce on any one unfortunate to survive a battle with them.

What you will find

With in these pages lay the final home of the Dwarf armies, there weapons characters, special rules and war machines.

How they thrive under ground and heroes that have been, are yet to come and are present.

Before Scall.

Before the time of finding a higher power the humans that would be transformed into these wretches were a peaceful people. Living in there small villages, trading between there close neighbours, and passing stories and skills. The largest of these cities was half on the land and half buried into the mountain face.

With in the inner sanctum of the city out of the light and into the rock were hundreds of mines, each one producing many different substances, from flit and chalk to iron and gold. With in these regions that the city had grown up round were many different seems of materials.

Very few trees grew in this region of the planet and so they learned to quarry stone to build structures to live in, mastered the art of devising systems to haul giant rocks from point A to point B, and also ways of holding upper floors steady via many different stone formations.

Because of the way the race had formed over the years they had discovered many different methods of using these gains from the ground, though wood workers were a rare commodity, iron workers, masons and smelters were common skills with in the race. Though saying that wood was lacking would be apt, the reality was that at one of the outer lying villages did have a small forest and they managed it as well as they could, using selective tree harvests and replanting new ones where there was room in order to keep a supply of wood even though a limited one.

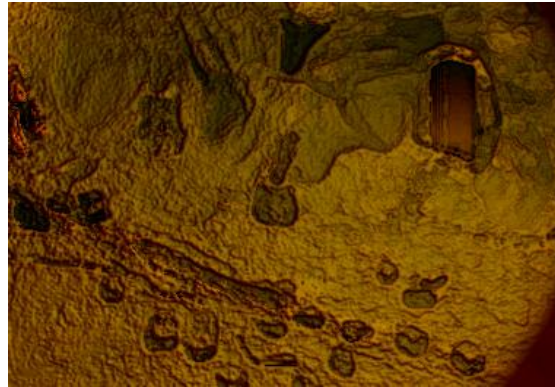
Some farming had been introduced in order to supply fuel for the fires needed to smelt the ore's and to produce the metals. Though this was mainly grain, the seed was thrashed and then what remained would be dried to give fuel.

As more mines appeared and new under ground areas arrived more and more of the population began moving into these newly built spaces. They were warmer and easier to maintain than above ground housing. So slowly all the cities, towns and villages began to vanish under the earth. Most now are only noticeable via the black clouds appearing from large chimneys that seem to sprout from the earth.

One stormy night the sky was torn a sunder by an almighty crack, and hurtling towards what was left of the outside of the City was a giant glowing ball of fire, the few that lived out side of the mines began to scream and run for there lives towards the mines. The fire drew closer to the out reaches of the town until finally it shattered into the ground causing horrendous damage to the tunnel network and destroying over half the city above ground.

The fire ball, started to rise too its feet, towering over every one there. Then slowly at first it raised its gigantic foot from the floor nudging a building which began to melt and deform under the intense heat.

Rapidly from with in the mountain a force came rushing through carrying spears and axes, the spear throwers let go with a volley of shots, but as this creature was still super heated they melted once they got with in inches of its hide, the axe men ran forward wanting revenge for the destruction of there fellow dwellers homes.



As these seekers of redemption got close enough to bring there axes to bear up on the giant, fires started to erupt amongst them as there clothing and armour began to ignite up on the unbearable heat of this creature.

This being just continued to walk away from the city ignorant to the destruction it had caused. The remaining tribesmen looked to the skies and cried for vengeance, screaming with rage they delivered what Scrall had been waiting for, and this was RAGE and HATERED.

For a time after the entity had passed through the survivors had been sent in to a twirl of disarray, though there heads were starting to clear and it was decided that to save this happening once more the whole race would move under ground, deeper than they had ever gone before. All surrounding villages were called and all came to the city to move under the mountains. The only village which did not come was the forest tribes, which all was agreed that wood would be needed and once a way was found under the earth to recreate this need, they would join.

Hugh caverns were created with artificial light created to allow the crops to grow, which though never reaching the sustenance of the fields above ground still formed in a bitter way. Time progressed and small hardy plants were drilled in order to try and produce some form of wood for different tasks, though these plants also never got to the size they could have done above ground.

Slowly though Scrall had been infiltrating the tunnels and ways of the tribes, and with small words and little miracles had begun sowing her own seeds.

She showed her self to high ranking officials with in the tribe, she made her present felt by the farmers and the miners, with in the smiths' workshops and the tanners' dwellings.

Slowly shrines were erected in her honour, she began to realise the time was coming for her to do that one big miracle that would bring the whole tribe under her foot.

She set to work altering the lights with in the farm and forestry caverns, slowly turning this unnatural light that was used to give it the same properties of sunlight, and allowing the crops to grow.

Word spread and with this the cult of Scrall began to form, and so did she.

The Doors to the great hall flew open splintering across the floor. There standing in the door way with an aura glow around her was Scrall, and every tribesman with in the area bowed, knowing that there divine had arrived.

She looked at her proud followers who she had saved from the darkness and said my Children you are my Dwarves and from this day forward no one will ever destroy your craft again.

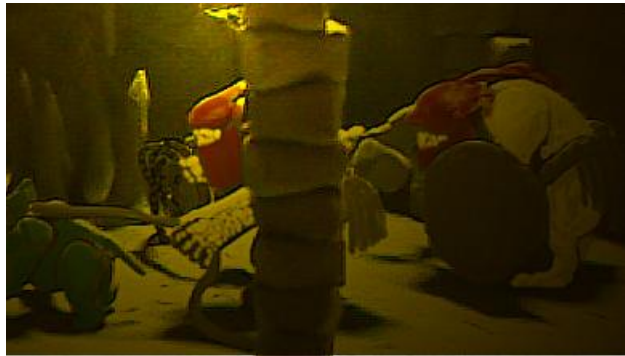
The transformation had already begun. Before Scrall had made her presence known the Dwarfs had already started to become shorter, and more doubled. Their skin had become grey and hair had failed to grow, madness had also set in with some of the older ones, as they had spent so long with in the realms of these heavy metals their minds had begun to rot.

The lack of natural light had done a lot of the damage, and a poor diet didn't help either. Each member had become hunched over and large of waist, their legs had begun to bow from carrying the excess weight and in some of the seams they spent much time doubled over. This made their arms look so much longer and knuckles drag along the floor.

The decision to wear cloth or leather around the face and head to try and stop the gas's and the poisons entering them had been taken early on, but for some it was already too late, and the mad ones were cast out into a lower cavern to wait out their days. Though Scrall had decided to force these ones to stay alive as she knew they would come of use in her diabolic plan, once it unfolded.

Many other things had also been discovered, creatures that had lived in caverns, which had never seen the light of day. Some things even the Entities hadn't seen, but Scrall now discovering these creatures had started hatching plans on how to use them.

Knowing that with time Amaritt would find a tribe that would accept the giant as their guardian, it was decided that the fear and hatred of the living mountain must be cultured and grown so that they would be ready to destroy this interloper.



Hierarchy with in the Dwarves Colonies

The way the chain of command works with in the Dwarf world under the rule of Scral is more down to the strong survive and the weak disappear.

Information is every thing with in this society, power is a plus but knowledge is the greatest power. No one is more powerful than Scral, and though she rarely appears from her chambers hidden deep with in the rock, her present is always felt through out the minions.

There have been several attempts which are greatly documented via the sages about attempts to dethrone the majesty that is the mind and controlling force behind the empire of the dwarves, though the result have ended in the disappearance of the members who attempted the subterfuge and any one they had talked too regarding this act of treason.

Scral is the top of the food chain.

Sages

Below this the Sage's are the only members of the colonies that are able to enter the sacred chambers. These hi ranking individuals, pass the messages direct from there lords mouth, to the ears of the masses. They spin the propaganda, pass out false information, and inspire the troops to die for there cause.

Scribes

Scribes record every thing, they also map, plan and store stories histories and information. Some segments of the scribes design new inventions, fill a social need and create art and a small few write and teach the ways to others.

Once you get out of the desk job dwarfs, you move into the actual force of the dwarf colonies. These are the battle ready fighters and mechanics that man the forces that will defend, destroy and inflict as much pain to the enemy as possible.

Excavation Initiator (Lord)

The Head Dwarf that rally's the minions to battle, instructs the directions of the shafts, and generally boss's every one around with in the colony.

Chief Whip (2nd to the Lord)

The Chief Whip is the head of the inquisition, or torture master, depending on which race you belong. The job apart from being the 2nd in command is also the master of the dungeon and creator of unnatural ways.

Master Smith (Hero)

The forges are run by all manner of the Dwarves race, though there is one that controls all with in the colony. The job of the Master Smith is to maintain production, control metal consistency and discover new uses for all rocks that appear.

Shift Runners (Hero)

The Shift runner controls his groups with an iron rod and a large chain whip. They command the Dwarves under with a grip of iron. Be it in the mines, the forges, or on the battle field.

Dwarves (General Troops)

Coming from all over the colonies from under the mountains of the north, they make up the majority of all the units with in the army, though different rolls are given out with in the confines of the army of the Dwarves.

Dwarf Troop Types

Gralled: (Hero)

At the highest level of the Troops there stand the Gralled, these are trained in different fighting styles and weapons; as such they are stationed around the colonies, They command small units of regular foot soldiers to defend the colonies, and to guard different area's with in the network of tunnels and caverns.

Brallic:

The ranged minions who spend many hours training with weapons of distant death, they spend the days building and manufacturing there weapons forever looking for better ways to bring ranged fatality upon there foes. Many different materials are used then abused to produce the best weapons they can bring to bear upon the unknowing.

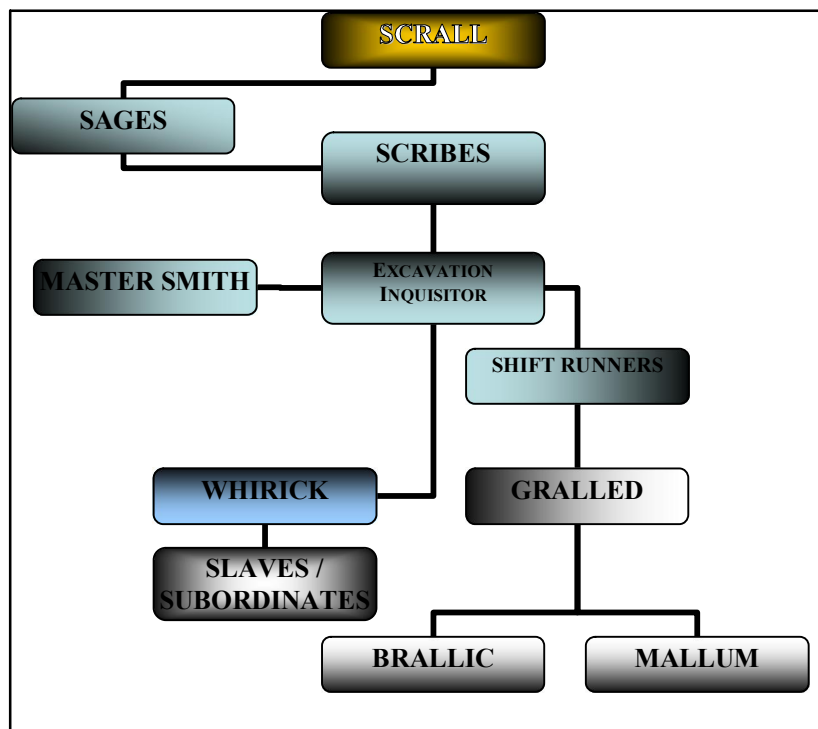
Mallum:

The general foot soldiers or front lines of battle; these groups are designed to be the first wave in any attack. Trained with basic hand weapons and light armour they travel on foot and will march for days with out wariness. As such they can travel for all the hours of day light across grounds and once arrived erect with speed camps and defences, then once the sun rises once more they will dismantle and move on before resting again. This is all done via there hard relentless drilling of there commanders.

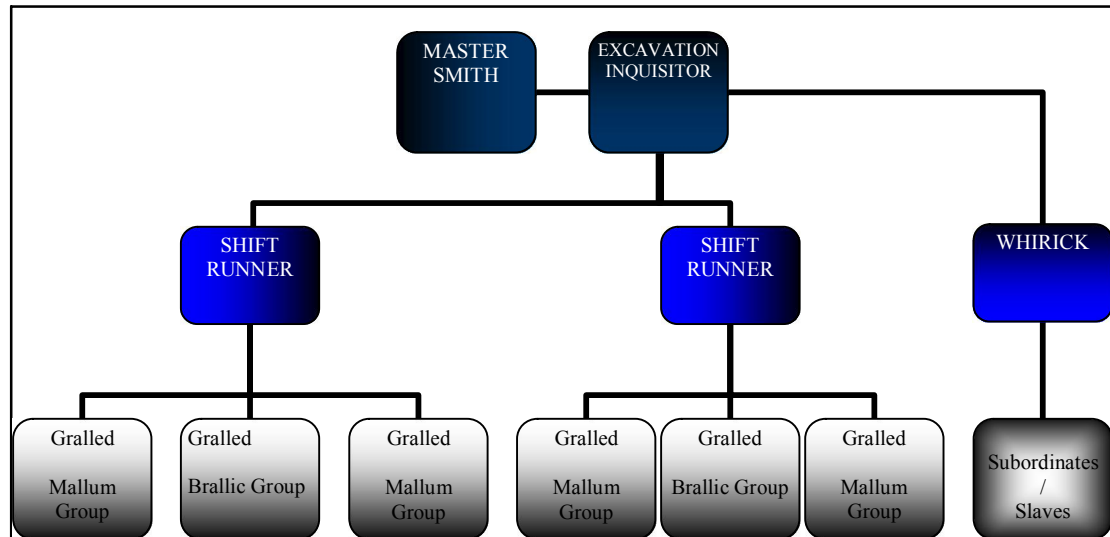
Whirick:

The slavers, these evil twisted minions of Scrall are the underlings directly under the Chief Whip, There main objective on the battle field is to control the slaves of the Dwarves and to gather more, via going through the dead and dieing of the opposition grabbing them, healing them back to health then torturing them to with in an inch of the next life till they declare alliance to Scrall.

Hierarchy Charts



Warrior Hierarchy



SLAVES & SUBORDINATES

With in the Dwarves tunnels live several different species of creature that have been taken in by Scrall and placed under the control of the Dwarf people. Some of these beings are there through their own choice, others though weren't so lucky.

Subordinates

Gnomes

Miniature versions of the Dwarf, though more evil and twisted. They hide deep under ground deeper than most dwarfs would travel. A collapsing tunnel beneath one of the first mountain lairs introduced the Dwarves to the Gnomes long ago, and Scrall never one to miss a trick took them under her arm and shaped them to the servants they are to day.

Grelkins

A lot like the dwarfs but animalistic, some scribes say these are Dwarfs that fled and were tainted through the influence of Bane.

Raksha

Large intelligent bear type thing that live in the snow caves among the mountain ranges of the northern wastes, incredibly evil but subdued by Scrall in order to be a powerful warrior in the Dwarves armies. Several different species exist and there shading and sizes vary.

Slaves

Humans

Humans get every where and are easy to control, once you have destroyed there free will.

Dwarves

Even though most tight nit group from time to time has a run away.

The Lost cavern

Night fell across the encampment. Every thing was at peace, the shipment of wood had left for the mines, the guards had finished there patrols of the perimeter covering the animal flocks, and the last of the hunter teams had returned carts fully loaded.

The torches that lit the main path ways suddenly started to flicker and burn brightly before suddenly extinguishing, was it a bad omen of things to come?

With a mighty crash the village descended into the cavern.

The idea hadn't been Scralls the Drell thought it would be the fastest way to reclaim the ones that had wandered from the darkness. The whole village and every thing with in it fell smashing the homes to pieces. No atrocity of this nature had occurred since the time of the fall of Amarrit, in a moment of genius the Drell had worked out how to bring the Grelkins to them. Unfortunately as the sky fell around them they had once more changed the mind and become enraged. The two abominations of Dwarf lunged at each other.

The fighting was brutal and bloody, limbs and fur splattered the floor of the cavern. Scrall sat watching from her chambers. Using her force of will she began to repair the damage to the roof of the cavern and adjusting the lay out back to the city, making the simple to follow tunnels into a never ending labyrinth.

As each side became less and less, and weaker she noticed the Drell mind set once more start to change. She knew she could subdue the beast with in the Grelkins tribe, but the Drell were a different matter, poisoned by the mine work and gases trapped under the earth there was no way that even her powers could penetrate the rage.

More time passed as the darkness engulfed the cave and each subspecies slowly slunk back to opposite sides. Determined not to let them destroy each other one last move was made to collapse sides of the expanse in order to keep the two factions apart.

Only time would tell if these two groups would be able to partake in the war still to come.

Character Types

Excavation Inquisitor

The Great one, Master of the forces, Controller of the tunnels, Excavation Inquisitor, creator of the passages, which ever name is given to this figure the figure is the controlling force behind the armies of the Dwarfs.

Though Scrall is there ruler and mistress, she has not been seen for centuries, her message comes from the myriad of sages and scribes which tightly guard and defend her exalted cavern.

Each region or colony across the under ground dwellings of the Dwarfs has there own Lord, each given there own name and rights, each with there orders coming directly from the top of the chain, the traditions have not changed in the years since Scrall locked her self away.

Here should read, during times of peace these chief of construction plan and manoeuvre the tunnel networks for the most efficient results of gathering the precious metals buried with in the northern ranges of the rock.

Unfortunately, though these miniature miners have no concept of peace, the slaves collected are forced to work the mines, and the dwarfs train for there next large fight.

In the case of Skirmish an Excavation Inquisitor may field a mixture of troops.
Whirrick may only be fielded with slaves if an Excavation Inquisitor is also fielded.

Excavation Inquisitor starting stat line

Cost: 240 points + weapons & Armour

STAT	D	A	AT	DR	AG	AR	I	CA	SIZE
MIN	6	5	5	5	5	0	7	9	5
MAX	6	10	6	6	6	0	10	10	5

Extensions:

Starts with 3 free stat points to distribute as the player wishes, but may not exceed the max line.

Armoury:

The “*Lord*” is considered to have the best weapons and armour that can be supplied.

In game terms what this means is any weapons that are selected by the “*Lord*” no other model with in the army can have better then. Though they can equal the weapons the “*Lord*” uses.

E.G.

If your “Lord” is armed with a Low Quality Flint weapon then all models in the army may not take any thing above this standard.

If your “Lord” is armed with a High Quality Silver weapon then all models may have any weapon up to this level. (Though only Lords and Hero’s may have Silver Weapons)

The Retained: (*Only used in full army selection not skirmish*)

Lords are followed by groups which do tasks for them. They can be made up of healers, seers, and body guards.

0-1 Healer

0-1 Seer

0-1 Toolsman

0-9 Whirrick

0-9 Body Guards

0-9 Messenger

Maximum Retained for a Lord 9

Character Types

Master Smith

The controller of the forge, years of study enables Master Smiths to use every substance, mineral and resource with in the colonies to there full ability, nothing is wasted every thing is used. Designing new equipment to increase production, creating new methods to improve existing technologies, allowing for faster and higher production of weapons and artefacts.

The creation of weapons, tools and other implements are also in the control of the Master Smith. Designing and creating ways of improving things is not the only job, creation of a recoil bow from metal was the greatest work of one master smith the use of wood removed from the bowery process producing a harder wearing weapon with extended life and the same power and accuracy of its wooden counter part.

Once more each region has its own master smith, so many cycles these master smiths come together in the great hall of designs to swap idea's techniques and possibilities.

Master Smiths May Lead Instead of Lords.

In the case of Skirmish a Master Smith may field a mixture of troops.

Master Smith starting stat line

Cost: 220 points + weapons & Armour

STAT	D	A	AT	DR	AG	AR	I	CA	SIZE
MIN	6	4	4	5	4	4	8	8	4
MAX	6	8	6	6	6	0	10	10	5

Extensions:

Starts with 2 free stat points to distribute as the player wishes, but may not exceed the max line.

Armoury:

The Master Smith is considered to be the Armoury.

If The Master Smith is leading the force though no other model in the army may have a weapon greater than that carried by the Master Smith. Though they may carry weapons and armour equal to the master smith.

Special:

Master Smiths allow Brallic to be armed with silver or iron head arrows and bolts.

If the master smith is included in the force then you may upgrade the materials of any weapon 1 level at no extra charge. Also all ranged ammo be it bolts or arrows are half price.

I.E.

This means that an Average Bronze Spear would cost the same points as a Poor Wooden Spear.

The Retained: (*Only used in full army selection not skirmish*)

Lords are followed by groups which do tasks for them. They can be made up of healers, seers, and body guards.

0-1 Healer

0-6 Toolsman

0-6 Body Guards

0-6 Messenger

Maximum Retained for a Smith 6

Character Types

Shift Runners

In control of every army there is a controlling force, the ones that pass on there orders from the top of the chain to the grunts in the line of fire. This is the job of the shift runner, passing information from the commanding officers down to the soldiers in the trenches.

They are trained in tactics and weapons; this is so that if lines of communication are cut then the Shift Runners are able to take charge with out issue of them disobeying orders. The only downside of this though is if they get it wrong suddenly they would discover what is in the cave under the central city.

Shift Runners can lead small forces with out the need for a Smith or a Lord.

Though not as highly skilled as a Lord or a Smith they still command authority from the lower grunts.

In the case of Skirmish a Shifter Runner may field a mixture of troops.

Shift Runner stat line

Cost: 160 points + weapons & Armour

STAT	D	A	AT	DR	AG	AR	I	CA	SIZE
SR	6	4	4	4	4	0	7	8	4

Armoury:

The Shift Runner may take from the armoury any weapons from the armoury apart from silver; if they are under the command of a higher character then they can only take weapons equal to those carried by the character.

Special:

Shift runners count as rally points for routing armies. If the Gralled leading a squad dies then that squad will rally to the Shift Runner instead of breaking and dissenting.

The Retained: (*Only used in full army selection not skirmish*)

Lords are followed by groups which do tasks for them. They can be made up of healers, seers, and body guards.

0-1 Toolsman

0-1 Healer

0-5 Messenger

Maximum Retained for a Shift Runner 5.

Forces: (*Only used in full army selection not skirmish*)

A Shift Runner is able to field 3 squads; these squads will be made up of Mallum or Brallic groups, or a mix of the two, each squad of 9 dwarves being led by a Gralled.

Character Types

Troop Types

The Dwarven Armies are made up of 2 squad types, the Mallum which are the close combat fighters, or the Brallic who are the ranged combat units.

Mallum are all armed with the same close combat weapons, be it shield & spear, club and spear, or hammer.

Brallic are the ranged fighters and as such will normally be carrying a quill of arrows or bolts, a bow or crossbow and a short sword for id the enemy get too close.

The Gralled are armed according to there personality, just because they lead a certain group dose not always mean they bear the same arms. Though normally a Gralled will arm themselves with a similar weapon to the squad.

Gralled stat line

Cost: 140 points + weapons & Armour

STAT	D	A	AT	DR	AG	AR	I	CA	SIZE
Gralled	6	4	4	3	4	0	6	7	4

Armoury:

Gralled will always be equal too or better armed than the squad they are leading.

This can be done in two ways:

Quality of weapon can be higher.

Weapon can be different.

E.G.

The squad is armed with Slings the Gralled is armed with a bow.

The Squad is armed with Average Bronze Spears; the Gralled is armed with Good Bronze Spear.

Mallum stat line

Cost: 100 points + weapons & Armour

STAT	D	A	AT	DR	AG	AR	I	CA	SIZE
Mallum	6	2	4	3	4	0	5	7	4

Armoury:

Close combat weapons only, there are no ranged weapons in a Mallum Squad. The weapons may not be better than that of the Gralled leading them though it is possible for them to be equal too.

Shields May be used.

Tall shields can only be used by models armed with spears.

Brallic stat line

Cost: 120 points + weapons & Armour

STAT	D	A	AT	DR	AG	AR	I	CA	SIZE
Brallic	6	4	2	3	4	0	5	7	4

Armoury:

Ranged weapons only, the Brallic may carry a short sword for defence but that is all, they normally only carry ranged weapons and ammunition. Brallic will not attempt to charge into close combat.

Unable to use shields.

As they are specifically trained in ranged combat they are able to move and fire there weapons with out penalty.

To make Squads multiply score by 9 and add the Gralled points.

When using squads all models apart from the Gralled must be armed identically.

Character Types

The Retained

The retained are the assistance to people in power, they are all trained in one form or another and as such give bonus to the characters they are with.

Healers allow healing to be preformed.

Seers give tactical bonus.

Messengers run from commander to squads passing orders and keeping discipline.

Toolsman help with moving large weapons.

Whirrick capture slaves and control troops.

All The Retained use the standard Dwarf stat line though have different castings.

Dwarf Basic stat line

STAT	D	A	AT	DR	AG	AR	I	CA	SIZE
Dwarf	6	3	3	3	4	0	5	7	4

Healers: 130 points + weapons & armour

Healers allow members of the squad to force a re-roll on the advanced wounds table, or if using the basic wounds table allow a re-roll to failed saves.

Seers: 125 points + weapons & armour

Seers allow the squad they are attached to the ability to change there mind once per turn. This means any shot fired that it just out of range or any charge that is out of range with in the group that turn can be ignored (Can only be done once per turn)

Messengers: 125 points + weapons & armour

Messengers allow any squad with in 20cm of the squad it is in to use the highest CA in the commanding squad.

Toolsman: 125 points + weapons & armour.

Toolsman allow the ability to re-roll ammo tests and allow large weapons to be used in game.

Whirrick: 130 points + weapons & armour

Allows the use of subordinate and slaves with in the army, also allows for claiming of slaves for the use of victory conditions.

Whirrick can only control one group of slaves. If you wish to take multiple slave groups you must have a Whirrick for each group. May also split off from commanding group to control slave group.

Body Guards: 125 points + weapons & armour.

Standard Dwarf, no special rules.

Character Types

Minions Other Than Dwarfs

Scralls influence goes a lot deeper than just the Dwarf population of the planet. Ranging from the highest mountains to the deepest caverns her mind wanders every where finding those most fitting to her needs.

The Gnomes though being small in stature are vast in number which as such helps with the controlling of the larger creatures with in the power of the one in the dark.

The Raksha though quiet intelligent and incredibly powerful need more guidance as they are still beasts, which the Gnomes have helped subdue and train with assistance from the malevolent ones abilities.

The Grelkins seem to come from the early forest days of the farming communities out side of the city, though as they under went the same conditioning as the city dwelling tribe it is beloved they have been touched by not one guardian but two. Scrall keeps these hidden though deep within the caverns out of site. They are released in times of great need only.

The Drell are Dwarves sent insane by the toxins and poisons from the early days of mining. By all rights they should be dead, but Scrall had plans and as such sent them to the same place as the Grelkins. Very few Dwarfs go this far into the under city, and the ones that do have never returned.

Gnome stat line

Cost: 50 points per Gnome

STAT	D	A	AT	DR	AG	AR	I	CA	SIZE
Gnome	4	2	2	4	4	0	4	5	2

Gnomes come in groups; they always travel in minimums of 4.

They have no real armour or weapons.

(The model may have a weapon or armour but they are just for show, due to there small size the weapons would be about as effective as a pin.)

The advantage of Gnomes is sheer volume and numbers, also as there so tiny they are very hard to hit with ranged attacks.

4 gnomes in hand to hand combat would roll 4 D10 at the same time and the law of averages says that one of those dice should score high enough to wound.

Imagine a squad of 20 doing the same.

Special Rules:

Scout

Raksha stat line

Cost: 300 points per Steed

STAT	D	A	AT	DR	AG	AR	I	CA	SIZE
Raksha	8	1	6	4	5	0	5	7	6

The Raksha stat above is for the ridden version of this creature. The Gnomes have subdued the medium sized Raksha to be used as mounts in battle. A normal pack of Raksha would consist of 4 Raksha with riders. The Gnome rider is already taken for in the points cost.

Special Rules:

Raksha have the skills:

Scout

Claws & Fangs

Heightened Senses

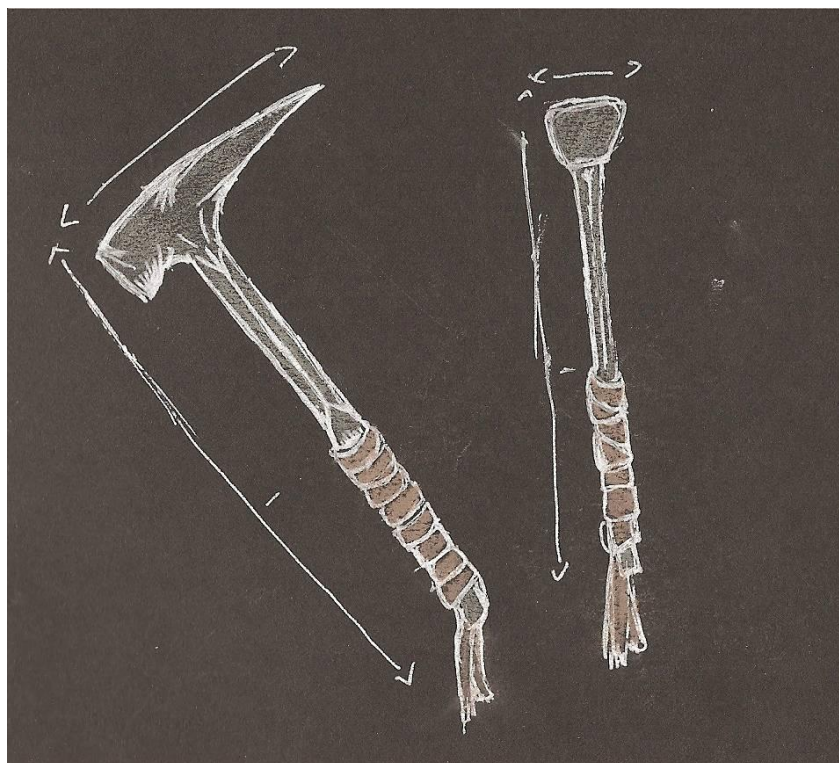
Leap

Armoury of the Dwarfs

Dwarfs have a few extra weapons that can not be found in the armoury book. Below are these weapons. They are only available to characters. All other weapons used with in the army at this time can be found in the rule book D12 Edition, along with there points costs.

Weapon Make	Whip			POINTS
Weapon Type			Excellent	150
I	D	AT	AM	MO
3	N/A	3	1	-2
<i>Rules:</i>				
<i>Entangle</i>				
<i>If I model is entangled by a whip</i>				
<i>they lose there next turn</i>				
A hit must be scored to entangle but no wound had to be				
Whirrick Only				

Weapon Make	Hammer Sword			POINTS
Weapon Type	Cutting		Excellent	240
I	D	AT	AM	MO
3	N/A	3	1	3
<i>Rules:</i>				
<i>Double handed.</i>				
<i>This Hammers hilt has been cast as a long sword</i>				
<i>Before the head expands out to form a hammer</i>				
Counts as Crushing Against Trolls.				
Lords & Heroes Only				



Dwarf Ordinance

Dwarfs have been known to create machines in order to carry large amounts of iron, bronze, gold and different minerals from around there tunnel networks. With the help of Scrall and the engineering camps with in the mountains some weapons have come to light from technology developed to assist in the mining process.

With the aid of winches weights and counter weights, it has been discovered that large amounts of waste mining produce can be fired great distance across battle fields. Though not accurate they have been deployed in large scale invasions and defences on several occasions.

Along with the infamous totem torture device, these machines of war are decimating enemies of Scrall across the northern wastes.

Dwarf Ordinance can only be used when fielding full armies for large games.

Dwarf Totems Totem. Points 500

Dwarf armies from time to time will carry at the front a Totem this is normally a prisoner strapped into some kind of torture device. The idea behind this is to cause fear and panic with in the enemy ranks. Unfortunately this some times goes the other way and can cause loathing with in the enemy ranks.

Totem Rules:

A Totem is represented by a torture model being pushed by 4 dwarfs. The Torture victim must be represented.

If the torture victim is the same species as the opposing army then the opposing army is subject to the loath rules until the totem is destroyed.

If the opposing army is different species to the torture victim then the opposing army is subject to the concern rules until the totem is destroyed.

To destroy a totem you must either destroy the dwarfs with it or cause them to flee, freeing the victim and stopping the uncontrollable screams of pain and misery.

Use the basic Dwarf stat line for the minions in control of the totem.

Dwarf Waste Cannon. Points 500

Dwarf Waste Cannon. Manned by 4 Dwarf Toolsman. A Smith is also required to use this weapon.				POINTS
				500
I	D	AT	AM	MO
3	75	7	4	2
Rules:				
Area effect weapon. The shot from this weapon covers an area of 6cm.				
If the Ammo roll is failed the frame collapses and the crew become a 4 man squad				
A roll of 12 results in an AT10 hit.				
A roll of 1 result in the frame collapsing causing AT5 hits against the crew.				

Charts And Things

*Weapon Movement Charts for Dwarf Master Smith.
Pay the points for the weapon of choice then move one level.
This will give you the weapon stats you use.
This is only available if your army has a Master Smith on the table.*

WOOD / FLINT	WEAPON TYPE BRONZE	IRON
POOR		
AVERAGE	AVERAGE	
	GOOD	GOOD
		EXCELLENT

Poor Wood / Flint weapons become Average.
Average Wood / Flint weapons become Average Bronze.
Average Bronze Weapon is upgraded to good, and so on.
Remember that you can only upgrade the weapons one level for free if a master Smith is with in the force on the table.

Smiths allow half price arrows and bolts; this includes silver bolts or arrows.
They also allow Dwarf Brallic to use these arrows in battle.

Design Bit

So there is the expanded Minions of Scrall book to sit inline with the D12 edition Rules, this book is compatible with the D10 rules as you just alter the one D12 example to a D10 roll. Apart from that still a few things missing as expected.

Points and rules have been adjusted to allow Skirmish, or War game, depending on mood and time. Though it means working out a little extra maths for the 10 man squads isn't too major.

Also the weapons upgrading for having a smith has changed slightly in order to make the reduced price of this ability for having a smith. You no longer pay the 500 points for the skill; it comes free with the smith. Which in turn has also added a few extra abilities for taking, such as allowing bowmen now to have silver headed arrows and bolts for cross bows and bows.

As well as halving the price for all arrows and bolts when a smith is on the table.

Also alterations to allow the leader to be either Lord, Smith, or Shift Runner, though you would need Lord and a Shift runner if you were playing a full war game, and not a skirmish game.

Enjoy.

Dave Parrish
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