

Carcajous (Nains Chasseurs de Trésors) - Rémy																	
Rating	201																
Treasury:	107	couronnes															
Number of models:	10	(3 to rout)															
Maximum number:	12																
			Max	3	7	6	4	5	3	5	4	10					
Name	ID	Unit Type	##	M	WS	BS	S	T	W	I	A	Ld	Save	Exp	Cost	Notes	Kills
Socrate	Roi	Dwarf Noble (Hero)	1	3"	5	5	3	4	2:OO	2	1/2	9	2/3+	41	248	Dagger; Hammer;	3
		Leader: Any model within 6" of the Noble may use his leadership instead of their own.														Brace of Pistols; Helmet	
		Resilient (HTH attack get -1S)														Gromril Armour; Shield	
		Mighty blow (+1 S in HTH combat)														Dwarf Axe	
		Strike to Injure: +1 to all Injury rolls in HTH combat															
		Advance: +1 Wound, +1 BS															
Platon	Dame	Dwarf Engineer (Hero)	1	3"	4	5	3	4	1	2	1/2	9	-	23	86	Dagger; Hammer (x2), Crossbow	3
		Engineer = missile weapons range +6"															
		Quickshot: Can fire twice with a bow or crossbow															
		Nimble: Can move and shoot with a bow or crossbow (cannot combine with Quickshot)															
		Advance: +2 BS															
Pythagore	Valet	Dwarf Troll Slayer (Hero)	1	3"	4	3	3	4	1	2	1/2	9	-	16	56	Dagger; Dwarf Axe (x2)	
		Immune to Psychology & never make All Alone tests.															
		Master of Blades															
		Mighty blow (+1 S in HTH combat)															
Nietzsche	10	Dwarf Troll Slayer (Hero)	1	3"	4	3	3	5	1	2	1/2	9	-	11	56	Dagger; Dwarf Axe (x2)	
		Immune to Psychology & never make All Alone tests.															
		Advance: +1T															
Sarte	9	Dwarf Thunderer (Hero)	1	3"	4	4	3	4	1	3	1/2	9	4/5+	12	71	Dagger; Crossbow; Light Armour;	1
		Lad's got Talent: Shooting+Special skills														Sword (jewelled); Shield	
		Quickshot: Can fire twice with a bow or crossbow															
		Advance: +1 Initiative, +1 BS															
	8	Dwarf Thunderers	1	3"	4	4	4	4	1	3	1/2	9	4/5+	10	71	Dagger; Crossbow; Hammer (x2); Shield;	
			1	3"	4	4	4	4	1	3	1/2	9	4/5+	10	71	Light Armour	
			1	3"	4	4	4	4	1	3	1/2	9	4/5+	10	71		
		Advance: +1 Initiative, +1 BS, +1 S															
	2	Beardlings	1	3"	3	2	4	4	1	2	2	9	3/4+	9	64	Dagger; Spear; Shield; Heavy Armour	
			1	3"	3	2	4	4	1	2	2	9	3/4+	9	64		
		Advance: +1 A, +1 Ld, +1 S															
		All Dwarves:															
		Hard to kill: Dwarves use the following Injury table: 1-2 Knocked Down, 3-5 Stunned, 6 Out of Action.															
		Hard Heads: Maces, clubs, etc. do not have any special effects vs. Dwarves.															
		Stash: Hochland Long Rifle, Hammer (x5)															
															858		
Axe		-1 armour save.															
Crossbow		1 Attack, 30" R, S4. Move or fire.															
Dagger		+1 armour save, or save of 6+ if the model has none.															
Sword		May parry															
Gromril Armour		Basic D6 saving throw of 4+. Serious Injury Save of 4+. Does not slow down model with shield.															
Hammer, Mace		Concussion: Injury rolls of 2-4 cause the victim to be 'Stunned'.															
Helmet		4+ Save VS Stunned (treat as knocked down)															
Light Armour		Basic D6 saving throw of 6. Serious Injury Save of 6.															
Pistol		1 Attack, 6" R, S4. Extra -1 save modifier. Takes 1 turn to reload (if you have 2, you can fire 1 per turn). May be used in the first round of hand-to-hand combat.															
Helmet		4+ Save VS Stunned (treat as knocked down)															
Notes:		All Dwarves Hate Orcs & Goblins.															
		Incomparable Miners: Dwarven warbands always find 1 extra shard of Wyrystone.															
		Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience.															
		Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.															