

VULCAN DWARVES



V.0.3

Name [Squad Size]	Base	Cost	Move	Str	Def	Evd	HP	Can Equip	Item Slots	Spell Slots	Activated Abilities	Passive	Keywords
Pankron Oggon [1]	40mm	100	7"	6	4	4+	5	Automatic Multibow, Telluric Bombs, Flare Grenades	2	-	Vulcanic Runes	Targeting Mastery	VULCAN, LEADER
Thoromir Lume [1]	40mm	90	8"	5	4	3+	5	Mythic Drakehead Hammer, Dragonkin Shield	3	-	Vulcanic Runes	Targeting Mastery	VULCAN, LEADER
Magma Admiral [1]	40mm	100	8"	6	4	3+	5	Fueled Spear, Dragonkin Shield	3	-	Vulcanic Runes	Targeting Mastery	VULCAN, LEADER
Heat Maulers [3-6]	25mm	25	7"	2	3	5+	3	Mecha Pickaxe, Dragonskin Shield, Sword, Vulcanic Axe, Giant Maul	2	-	Vulcanic Runes	-	VULCAN, INFANTRY
Vulcanic Carriage [2-3]	60mm Oval	100	15"	3	4	6+	7	Vulcan Spear, Sword, Magma Blaster, Portable Flamethrower	2	-	Vulcanic Runes/Ram	-	VULCAN, VEHICLE
Fire Casters [3-8]	25mm	27	7"	2	2	5+	3	Telluric Bombs, Flare Grenades	2	2	Vulcanic Runes/ Additional Vulcanic Runes	-	VULCAN, CASTER
Lava Engineers [3-5]	25mm	45	7"	3	3	5+	3	Fusion Musket, Magma Blaster, Combat Gauntlet, Portable Flamethrower, Drakehead Hammer, Runelock Pistol	2	-	Vulcanic Runes/ Weapon Mastery	Targeting Mastery	VULCAN, INFANTRY
Blaze Arbalists [4-6]	25mm	35	7"	2	3	5+	2	Runelock Pistol, Mechanical Crossbow	2	-	Sharpshooting/ Vulcanic Runes	Targeting Mastery	VULCAN, INFANTRY
Vulcan Eques [4-7]	50mm	100	13"	3	4	6+	6	Vulcan Spear, Giant Maul, Sword, Telluric Bombs	2	-	Vulcanic Runes/Ram	Magma Skin	VULCAN, MOUNT
Spark Gadgeteers [4-8]	25mm	35	7"	1	2	4+	4	Vulcanic Axe, Giant Maul, Mecha Pickaxe, Magma Club, Dragonskin Shield	2	-	Vulcanic Runes/ Blacksmith's Proficiency	-	VULCAN, INFANTRY
Vulcan Solvers [2-4]	50mm	65	11"	1	3	4+	3	Portable Flamethrower, Telluric Bombs, Flare Grenades, Runelock Pistol	2	-	Vulcanic Runes/ Flying Kamikaze	Fly	VULCAN, INFANTRY

Items	Slots Used	Range	Strength (Hit Dice)	Cost	Ability
Telluric Bombs	0	10"	+3	50	Select a point within in the battlefield in line of sight and within range. All enemy squads within 5" of that point are dealt D3 damage.
Flare Grenades	0	10"	+1	50	Select a point within in the battlefield in line of sight and within range. All enemy squads within 5" of that point are dealt 1 damage and get a Blind counter.
Sword	1	Melee	+1	0	-
Drakehead Hammer	1	12"	+2	0	After dealing damage, the enemy squad gets a burn counter. If this is used in hand-to-hand combat it has +2 Strength. Up to one per squad.
Dragonskin Shield	1	N/A	0	0	Wielder gets HP +1. When this squad dealt damage, roll a D6. On a result of 5+ deal 1 Damage to the enemy who attacked this.
Mecha Pickaxe	1	Melee	+3	15	After dealing damage, give the damaged enemy squad a Ruptured counter.
Vulcanic Axe	1	Melee	+2	10	-
Combat Gauntlet	1	Melee	+7	25	-
Runelock Pistol	1	8"	+2	5	-
Magma Club	1	Melee	+3	20	-
Giant Maul	1	Melee	+4	30	-
Fusion Musket	2	20"	+3	25	-
Vulcan Spear	2	2"	+4	10	Before attacking, select Slash or Puncture profile. Slash: Receive a +2 Strength bonus. Puncture: Enemies damages with this weapon get a Punctured counter.
Portable Flamethrower	2	15"	+3	80	Select up to 5 enemy squads in line of sight within range that are within 3" of each other. Make one attack with this weapon to every one of those squads. Enemy squads damaged this way get a Burn counter.
Magma Blaster	2	14"	+3	30	After dealing damage with this weapon, roll a D6. On a result of 4+ the enemy squad gets 1 Burn counter.
Mechanical Crossbow	2	18"	+2	30	After dealing damage with this weapon, roll a D6. On a result of 4+ the enemy squad gets 1 Punctured counter.
Automatic Multibow (Mythic)	2	16"	User + 5D6	100	Before attacking with this weapon. Roll a D3. On a Result of 1: Gain +2 Strength. Result of 2: Gain +3 Strength 3: Gain +4 Strength. This buff is active until the end of this Combat Phase. Mythic weapons are limited to 1 per Army.
Mythic Drakehead Hammer (Mythic)	2	12"	User + 4D6	100	After this weapon deals damage, select one enemy squad within 4" of the damaged enemy and deal 5 Damage. Then select another enemy squad within 4" of the squad that just took damage and it deal 3 Damage. Mythic weapons are limited to 1 per Army.
Fueled Spear (Mythic)	2	Melee	User + 8D6	90	After this weapon deals damage, the damaged enemy squad gets 2 Burn counters and 2 Punctured counters. Mythic weapons are limited to 1 per Army.

Spells	Cast Difficulty	Range	Effect
Fire Blast	8	18"	Deal D3 Direct Damage to an enemy squad within range in line of sight. If this ability deals 2 damage or more, the damaged enemy get a Burn counter.
Fire Cone	7	10"	Pick up to 3 enemy squads in line of sight within range that are within 3" of each other. Roll a D6 for each enemy squad. For every result of 4+ the enemy squad is dealt 1 Direct Damage and gets one Burn counter.

Activated Abilities	Effect
Vulcanic Runes	Select a rune and activate its effect. Activate only once per game.
Ram	This may end it's movement on top of enemy models. Deal 1 Direct damage and move that squad in the opposite direction of this movement.
Additional Vulcanic Runes	This squad can activate one extra Vulcanic Rune per game.
Weapon Mastery	Activate after this squad successfully deals damage. It can do one additional attack immediatly agaisn the same enemy squad. (triggers only once per turn).
Sharpshooting	When dealing damage, deal 1 additional direct damage.
Blacksmith's Proficiency	Allied squads within 4" gain +3 Strength.
Flying Kamikaze	Activate during your Starting Phase. Move up to Move + 3D6. At the end of the movement, explode. For each model in this squad deal 2D6 Damage to any squads in within 3". This squad then dies entirely.

Passive	Effect
Magma Skin	After taking damage in hand-to-hand combat roll a D3. On a result of 3, the attacking squad gets 2 Burn counters.
Fly	This squad can move ignoring terrain and units.
Targeting Mastery	This squad may re-roll one time any result of 1 once per turn.

Status Effects	Effect
Burn	For each Burn counter take 1 Damage during your Starting Phase. Immediatly after, roll a D6. On a result of 5+, remove all Burn Tokens.
Ruptured	Squads with Ruptured counters get -2" Move and -1 Strength. During ever End Phase, roll a D6. On a result of 5+, remove all Ruptured counters.
Punctured	During your starting phase, roll a D3 for each Puncture counter. On a result of 1: Take 2 Damage. Remove all Punctured counters.
Blind	Squads with Blind counters can not move. During it's controller's End Phase remove all Blind counters.

Vulcanic Runes	Effect
Flamestrike Rune	For the rest of the turn all models in this squad have Move +2" and Strength +1.
Firebarrier Rune	For the rest of the turn all models in this squad have Defense +1 and remove 1 wound from a damaged model in this squad.
Pyro Elixir Rune	For the rest of the turn all models in this squad have +1 to Evade Rolls. The squad also gets 1 additional Spell Slot this turn.
Infinite Luck Rune	Change any die's result for a 6.

