**Dwarves**



Special Rule: Steadfast

All Dwarven (not including Warbird or Chaos) units have +1 morale.

Signature Unit: High Guard

Whenever a hit is assigned to a High Guard block, roll a die: on a roll of 6 the hit is cancelled.

Spells

* **Avalanche (1)**: cast 8d6 @ F1. Battle hex must have at least one mountain hexside. No targeting.
* **Stone Bridge (1)**: one friendly unit in Wizard’s hex may move like an Amphibian. Cast only in Movement Phase.
* **Destruction (1)**: cast 3d6 @ F3, targeted at Castle unit.
* **Hammer of Stone (2)**: all Dwarven (not including Wizard or Chaos) units in Wizard’s hex are +1 Strength (+1 dice) for duration of battle.
* **Stonewall (2)**: absorbs next three (3) hits on friendly units.
* **Dragon Slayer (3)**: cast 4d6 @ F3. Targeting allowed.

