

DWARF MOUNTAINEERS

DWARF SKI TROOPS FOR WARHAMMER FANTASY BATTLE



Deep within the mountain ranges of the Old World lie the Dwarf holds. From their lofty walls can be seen the snow-capped peaks where only the Dwarf Mountaineers live. These Dwarfs live high on the peaks in their isolated log cabins and ice-delvings, eking out an existence by trapping wild beasts for their meat and fur. With their weather-beaten faces and deer-hide winter clothing, they are the very image of hardened mountaineers. The Dwarf Mountaineers use skis to cross the treacherous slopes and glaciers. They are experts in this mode of travel, skiing in total silence to avoid causing avalanches, and even being able to fight from skis.

One of the hazards of patrolling the high slopes is the possibility of ambush by Orcs or other enemy creatures who lurk in the mountain passes. For this eventuality, the Mountaineers are equipped with blunderbusses. The blunderbuss is particularly effective at blasting away an enemy who suddenly jumps out from the pine-trees while you're travelling at full pelt on your skis. It also has two other important uses: firstly, the loud bang will signal the danger to any other Mountaineers in the vicinity; and, secondly, a properly-coordinated volley of blunderbusses can bring down an avalanche onto the heads of enemies hiding in the rocky passes.



SPECIAL RULES

Scouts

Dwarf Mountaineers fulfil a valuable function guarding the mountain passes on the frontiers of the Dwarf realms and guiding Dwarf armies and prospectors through the mountains in winter when the passes are difficult to navigate. They follow all the normal rules for Scouts.

Terrain

Dwarf Mountaineers are best deployed in hilly or mountainous terrain. They prefer snow-covered slopes but such is their skiing skill that they can ski on grassy slopes if need be. Any Dwarf army deploying Mountaineers can automatically place one steep-sloped hill within 1 foot of their table edge to represent the fact that the Dwarf commander chooses his ground carefully if using Mountaineers.

The Mountaineer Yodel of Doom

Enemies of the Dwarfs roaming through the high peaks listen in apprehension for the dreaded Mountaineer war cry known as the *Yodel of Doom*. This is heard shortly before the Mountaineers ski-charge down onto their enemies. Many foes have fled in terror from the sound, tumbling down the snowy slopes in panic before a frenzied pack of yodelling Dwarf Mountaineers.

The Yodel of Doom counts as a *magical musical instrument*, and costs an extra 25 points. It has the same effect as the *Battlerage* magical instrument ability listed in *Warhammer Armies*. The yodel instils an unstoppable death-lust in the mountaineers. During the first round of any close-combat engagement and on any following round providing the unit is not pushed back, it may add +1 to its *to hit* rolls.

Alternatively one of the Mountaineers can be given a long alpenhorn as a musical instrument, which can be endowed with any of the magical instrument abilities listed in *Warhammer Armies*. A unit can either yodel or use an alpenhorn; it will not have both.

0-15 DWARF MOUNTAINEERS

These are Dwarf trappers who roam the highest peaks and glaciers of the mountainous Dwarf realms. These regions are covered by snow for most of the year and so the Mountaineers must patrol on skis. They are much valued by the Dwarven Lords as mountain troops.



M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9

MODELS PER UNIT: 5-10

POINTS PER MODEL: 10

WEAPONS: Hand Weapon and Blunderbuss

ARMOUR: None

ANY UNIT MAY HAVE:

Magic Instrument 25

Movement

Mountaineers can only ski downslope, but can move double their normal movement allowance (ie 6 inches) when going downhill. On flat ground or uphill, the Mountaineers must walk in their skis at their normal movement allowance and with normal movement penalties for steep slopes and woods. However, as skilled skiers, they suffer no movement penalty when moving downwards on steep slopes. They can also easily swerve around trees on wooded slopes, again incurring no movement penalty.

The Ski Charge

Mountaineers positioned on the crest of a hill can make a ski charge downslope into hand-to-hand combat. The skis endow them with a charge move of three times their ordinary foot move (ie 9 inches). They can only claim this extra long charge if charging downslope for part of the distance.

Mountaineers *are* allowed to discharge their blunderbusses while making a ski charge, since they are really only standing still and letting the skis do all the work carrying them into combat.

