



## About OPR

OPR ([www.onepagerules.com](http://www.onepagerules.com)) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on [patreon.com/onepagerules](https://patreon.com/onepagerules).

**Thank you for playing!**

## Background Story

The Dwarf Guilds are a conglomerate of all the dwarven mining companies that fight under one banner. These short humanoids were rarely seen for millennia, as they developed their society underground, mining for precious resources at the edges of the Sirius sector.

Once they emerged from their planets and started meeting other civilizations they became fierce traders who are not afraid of getting into a fight if they aren't getting what they want out of a deal. Thanks to their immense wealth and advanced technology they make formidable fighters that most factions want to avoid.

The Dwarf Guild armies are made up of slow warriors with powerful weaponry, which rely on having a solid long-term plan to make up for their low mobility. They have some of the strongest armor in the galaxy as well as some of the heaviest weaponry, making them formidable warriors.

They might be small, but they are very dangerous, so always watch out when dealing with dwarves...

# GFF - Dwarf Guilds v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Dwarf Champion [1]	3+	3+	Rifle [24", A1], CCW (A1)	Hero, Slow, Tough(3)	A, B	35pts
Berserk Veteran [1]	4+	5+	Dual Berserker Axes (A4, AP(1))	Fearless, Furious, Hero, Slayer, Slow, Tough(3)	C	40pts
Dwarf Warrior [1]	4+	4+	Rifle [24", A1], CCW (A1)	Slow	A, D	15pts
Berserker [1]	4+	5+	Dual Berserker Axe (A2, AP(1))	Fearless, Furious, Slayer, Slow	E	20pts
Miner [1]	4+	5+	Iron Pistol (9", A2, AP(1)), CCW (A2)	Slow, Tunneller	A, F	20pts
Jetpack Warrior [1]	4+	4+	Pistol (12", A1), CCW (A2)	Ambush, Flying	A, G	25pts
Thunder Support [1]	4+	4+	Mortar (30", A1, Blast(3), Indirect), CCW (A2)	Slow, Tough(3)	H	50pts
Dwarf Biker [1]	4+	4+	Auto-Gun (24", A2, AP(1)), Iron Pistol (9", A2, AP(1)), CCW (A2)	Fast, Tough(3)	I	65pts
Exo-Suit Guard [1]	3+	3+	Iron Pistol (9", A2, AP(1)), Plasma Sword (A3, AP(1), Rending)	Ambush, Slow, Tough(3)	J	65pts

## A | *Replace Rifle and CCW:*

Pistol (12", A1), CCW (A2) free

### *Replace Pistol:*

Iron Pistol (9", A2, AP(1))	+5pts
Plasma Pistol (12", A1, AP(4))	+5pts
Iron Shotgun (6", A4, AP(1))	+10pts
H-Disintegrator (9", A3, Rending)	+10pts
Combat Shield (Shield Wall)	+10pts
Storm Rifle (24", A3, AP(1))	+30pts

### *Replace CCW:*

Shock Hammer (A1, Blast(3))	+5pts
Plasma Sword (A2, AP(1), Rending)	+10pts
Plasma Axe (A1, AP(2), Deadly(3))	+15pts
Shock Gauntlet (A2, AP(4))	+15pts

## B | *Upgrade with one:*

Jetpack (Ambush, Flying, Swift) +35pts

### *Upgrade with one:*

Rune Master (Psychic(1))	+25pts
Engineer (Repair)	+25pts
Guild Lord (Battle Lore)	+25pts

## C | *Replace Dual Berserker Axe:*

Shock Hammer (A2, Blast(3))	+5pts
Plasma Axe (A2, AP(2), Deadly(3))	+15pts
Dual Shock Gauntlets (A4, AP(4))	free

### *Upgrade with any:*

Cyber-Augments (Regeneration)	+15pts
Rage Lord (Battle Haste)	+30pts

## D | *Replace Rifle:*

Iron Blasters (18", A2, AP(1))	+5pts
Fusion Rifle (12", A1, AP(4), Deadly(3))	+10pts
Flamethrower (12", A6)	+10pts
Plasma Rifle (24", A1, AP(4))	+10pts
Auto H-Rifle (18", A3, Rending)	+15pts
Rail M-Rifle	+20pts
[24", A1, AP(2), Deadly(3), Magma]	
Heavy Machinegun (30", A3, AP(1))	+25pts
Missile Launcher	+35pts
[30", A1, AP(2), Deadly(3), Lock-On]	

### *Upgrade with one:*

Spectrum Scanner free

## E | *Replace any Dual Berserker Axe:*

Shock Hammer (A1, Blast(3))	+5pts
Plasma Axe (A1, AP(2), Deadly(3))	+10pts
Dual Shock Gauntlets (A2, AP(4))	free

### *Replace Dual Berserker Axe:*

Heavy Grenade Launcher (24", A1, Blast(6), Indirect), Crew (A2)	+35pts
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### *Upgrade with:*

Cyber-Augments (Regeneration) +5pts

## F | *Replace any Iron Pistol:*

Iron Shotgun (6", A4, AP(1)) +5pts

### *Replace Iron Pistol:*

Fusion Rifle (12", A1, AP(4), Deadly(3))	+15pts
Flamethrower (12", A6)	+15pts

### *Upgrade with:*

Drill M-Platform (18", A1, AP(2), Deadly(6), Magma) +40pts

## G | *Replace any Pistol:*

Iron Pistol (9", A2, AP(1))	+5pts
Plasma Pistol (12", A1, AP(4))	+5pts
Flamethrower Pistol (6", A6)	+5pts

### *Replace any CCW:*

Shock Hammer (A1, Blast(3))	+5pts
Plasma Sword (A2, AP(1), Rending)	+5pts
Plasma Axe (A1, AP(2), Deadly(3))	+5pts
Shock Gauntlet (A2, AP(4))	+5pts

## H | *Replace any Mortar:*

Heavy Machinegun (30", A3, AP(1))	+5pts
Gravity H-Cannon (18", A6, Rending)	+10pts
Missile Launcher	+15pts
[30", A1, AP(2), Deadly(3), Lock-On]	
C-Beamer (30", A2, AP(2), Beam)	free
Autocannon (36", A3, AP(2))	+25pts

### *Upgrade with:*

Spectrum Scanner free

## I | *Replace any Iron Pistol:*

Iron Shotgun (6", A4, AP(1)) +5pts

### *Upgrade with:*

Pioneer (Scout) +10pts

## J | *Replace Iron Pistol:*

Plasma Pistols (12", A1, AP(4))	+5pts
H-Disintegrators (9", A3, Rending)	+5pts
Combat Shields (Shield Wall)	+5pts
Storm Rifles (24", A3, AP(1))	+25pts

### *Replace Storm Rifle:*

Heavy Machinegun (30", A3, AP(1))	+5pts
Heavy Fusion Rifle (18", A1, AP(4), Deadly(6))	+25pts

### *Replace any Plasma Sword:*

Shock Hammer (A2, Blast(3))	+5pts
Shock Gauntlet (A3, AP(4))	+5pts
Plasma Axe (A2, AP(2), Deadly(3))	+15pts

### *Upgrade with:*

Exo-GL (18", A1, Blast(3)) +15pts

## Special Rules

**Battle Haste:** This model and all friendly units within 12" may ignore the Slow rule.

**Battle Lore:** This model and all friendly units within 12" get AP(+1) when shooting.

**Beam:** Unmodified results of 6 to hit are multiplied by 4.

**Magma:** Hits from this weapon ignore Regeneration.

**Repair:** Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

**Shield Wall:** Enemies get -1 to hit when they attack units where all models have this rule.

**Slayer:** This model gets AP(+2) when fighting units with Tough(3) or higher.

**Spectrum Scanner:** This model and all friendly units within 12" ignore cover when shooting.

**Swift:** This model may ignore the Slow rule.

**Tunneller:** This model counts as having the Ambush rule, and may be deployed up to 1" away from enemy units.

## Psychic Spells

**Smiting Rune (4+):** Target enemy unit within 12" takes 5 hits.

**Spite Rune (4+):** Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

**Battle Rune (5+):** Target 2 friendly units within 6" get +2" next time they Advance, or +4" next time they Charge/Rush.

**Breaking Rune (5+):** Target enemy model within 12" takes 2 hits with AP(4).

**Cleaving Rune (6+):** Target 2 enemy units within 6" take 8 hits each.

**Drill Rune (6+):** Target 2 friendly units within 12" get Flying next time they activate.