



About OPR

OPR (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.

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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...

GF - 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 Warriors [5]	4+	4+	Rifles [24", A1], CCWs [A1]	Slow	A, D	75pts
Berserkers [5]	4+	5+	Dual Berserker Axes [A2, AP(1)]	Fearless, Furious, Slayer, Slow	E	95pts
Miners [5]	4+	5+	Iron Pistols [9", A2, AP(1)], CCWs [A2]	Slow, Tunneller	A, F	110pts
Jetpack Warriors [5]	4+	4+	Pistols [12", A1], CCWs [A2]	Ambush, Flying	A, G	120pts
Thunder Support [3]	4+	4+	Mortars [30", A1, Blast(3), Indirect], CCWs [A2]	Slow, Tough(3)	H	155pts
Exo-Suit Guard [3]	3+	3+	Iron Pistols [9", A2, AP(1)], Plasma Swords [A3, AP(1), Rending]	Ambush, Slow, Tough(3)	I	190pts
Dwarf Bikers [3]	4+	4+	Auto-Guns [24", A2, AP(1)], Iron Pistols [9", A2, AP(1)], CCWs [A2]	Fast, Tough(3)	J	195pts
Dwarf Trike [1]	4+	4+	Auto-Gun [24", A2, AP(1)], Heavy Flamethrower [12", A6, AP(1)], Iron Pistol [9", A2, AP(1)], CCW [A3]	Fast, Tough(6)	K	130pts

A | Replace one Rifle and CCW:

Pistol [12", A1], CCW [A2] free

Replace one 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 one 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
Power Suit [Ambush, Tough(+3)]	+50pts
Combat Bike [Fast, Swift, Tough(+3), Auto-Gun [24", A2, AP(1)]]	+95pts

Upgrade with one:

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

C | Replace Dual Berserker Axes:

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 all Rifles:

Iron Blasters [18", A2, AP(1)] +35pts

Replace one Rifle:

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 [24", A1, AP(2), Deadly(3), Magma]	+20pts
Heavy Machinegun [30", A3, AP(1)]	+25pts
Missile Launcher [30", A1, AP(2), Deadly(3), Lock-On]	+35pts

Upgrade one model with one:

Spectrum Scanner	free
Medical Training	+55pts

E | Replace any Dual Berserker Axes:

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

Replace one Dual Berserker Axes:

Heavy Grenade Launcher [24", A1, Blast(6), Indirect, Crew [A2]]	+35pts
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Upgrade all models with:

Cyber-Augments [Regeneration]	+25pts
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F | Replace any Iron Pistol:

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

Replace one Iron Pistol:

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

Upgrade one model with:

Drill M-Platform [18", A1, AP(2), Deadly(6), Magma]	+40pts
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G | Replace up to two Pistols:

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

Replace up to two CCWs:

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 [30", A1, AP(2), Deadly(3), Lock-On]	+15pts
C-Beamer [30", A2, AP(2), Beam]	free
Autocannon [36", A3, AP(2)]	+25pts

Upgrade one model with:

Spectrum Scanner	free
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I | Replace all Iron Pistols:

Plasma Pistols [12", A1, AP(4)]	+5pts
H-Disintegrators [9", A3, Rending]	+10pts
Combat Shields [Shield Wall]	+10pts
Storm Rifles [24", A3, AP(1)]	+75pts

Replace one 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 any model with:

Exo-GL [18", A1, Blast(3)]	+15pts
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J | Replace any Iron Pistol:

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

Upgrade all models with:

Pioneer [Scout]	+30pts
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K | Replace Heavy Flamethrower:

Beam Cannon [24", A2, AP(2), Beam]	-5pts
Heavy Machinegun [30", A3, AP(1)]	+5pts
Minigun [24", A4, AP(1)]	+10pts
Missile Launcher [30", A1, AP(2), Deadly(3), Lock-On]	+15pts
Heavy Fusion Rifle [18", A1, AP(4), Deadly(6)]	+20pts
Autocannon [36", A3, AP(2)]	+25pts

Upgrade with any:

Pioneer [Scout]	+15pts
Spectrum Scanner	free

Special Rules

Battle Haste: The hero and its unit may ignore the Slow rule.

Battle Lore: The hero and its unit get AP(+1) when shooting.

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

Magma: Hits from this weapon ignore Regeneration.

Medical Training: This model and its unit get the Regeneration rule.

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 its unit 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.

GF - Dwarf Guilds v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
APC [1]	4+	2+	Heavy Machinegun (30", A3, AP(1)), Twin Heavy Rifle (24", A2, AP(1))	Fast, Impact(6), Tough(6), Transport(11)	A	205pts
Attack Vehicle [1]	4+	2+	Quad Machineguns (30", A8, AP(1))	Fast, Impact(6), Strider, Tough(6)	B	220pts
Battle Tank [1]	4+	2+	Flamethrower Cannon (18", A6, AP(1)), Twin Heavy Flamethrowers (12", A12, AP(1))	Fast, Impact(6), Tough(12)	C	320pts
Assault Drill [1]	4+	2+	2x Heavy Flamethrowers (12", A6, AP(1)), Tunneling Drill (A6, AP(4))	Ambush, Fast, Impact(6), Tough(12), Transport(11)	D	395pts
Fortress Tank [1]	4+	2+	Heavy C-Beamer (30", A3, AP(3), Beam), 4x Heavy Rifles (24", A2, AP(1)), Minigun (24", A4, AP(1))	Fast, Impact(6), Tough(18), Transport(16)	E	540pts
Artillery Gun [1]	4+	2+	Twin Heavy Fusion Rifle (18", A2, AP(4), Deadly(6))	Slow, Tough(6)	F	165pts
Dwarf Walker [1]	3+	2+	Stomp (A4, AP(1)), 2x Shock Hammers (A2, Blast(3))	Fear, Slow, Tough(12)	G	225pts

A | *Replace Heavy Machinegun:*

Beam H-Cannon (24", A2, AP(2), Beam, Rending)	-5pts
Minigun (24", A4, AP(1))	+5pts
Heavy Fusion Rifle (18", A1, AP(4), Deadly(6))	+15pts
Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)	+15pts
Sagittarius Missiles (36", A2, AP(4), Lock-On)	+25pts

B | *Replace Quad Machinegun:*

Dual Fusion Cannon (18", A2, AP(4), Deadly(6))	+10pts
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C | *Replace Flamethrower Cannon:*

Battle Cannon (30", A2, Blast(3), AP(2))	+30pts
Anti-Tank Cannon (30", A1, AP(3), Deadly(6))	+35pts
Quad Machinegun (30", A8, AP(1))	+50pts
Twin Heavy Fusion Rifle (18", A2, AP(4), Deadly(6))	+60pts
Twin AA-Cannons (30", A6, AP(3), Lock-On)	+85pts

Replace Twin Heavy Flamethrower:

Twin Heavy Machinegun (30", A6, AP(1))	free
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D | *Replace any Heavy Flamethrower:*

Heavy Machinegun (30", A3, AP(1))	+5pts
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E | *Replace any Heavy Rifle:*

Beam Cannon (24", A2, AP(2), Beam)	+5pts
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Replace Heavy C-Beamer:

Iron Cannon (24", A3, AP(1), Blast(3))	+15pts
Rail M-Cannon (36", A1, AP(2), Deadly(6), Magma)	+25pts

Upgrade with one:

Vengeance Rockets (24", A3, Indirect)	+25pts
Wrath Rockets (24", A1, AP(1), Blast(3), Indirect)	+25pts
Breaker Rockets (24", A1, AP(2), Deadly(3), Indirect)	+35pts

F | *Replace Twin Heavy Fusion Rifle:*

Quad Machinegun (30", A12, AP(1))	+35pts
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G | *Replace any Shock Hammer:*

Plasma Sword (A4, AP(1), Rending)	+5pts
Plasma Axe (A2, AP(2), Deadly(3))	+15pts
Walker Fist (A4, AP(3))	+15pts
Shock Gauntlet (A4, AP(4))	+20pts
Twin Heavy Machinegun (30", A6, AP(1))	+65pts
Twin Heavy Fusion Rifle (18", A2, AP(4), Deadly(6))	+105pts
Twin Autocannon (36", A6, AP(2))	+110pts

Upgrade any Walker Fist with one:

Fusion Rifle (12", A1, AP(4), Deadly(3))	+25pts
Flamethrower (12", A6)	+25pts
Storm Rifle (24", A3, AP(1))	+35pts

Special Rules

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

Magma: Hits from this weapon ignore Regeneration.