

Few men have ever seen dwarves, indeed few of the non-magical races know of them outside of myths and fireside stories. Dwarves, for their part, are quite happy with this arrangement as they are a largely self-sufficient folk and care little for the world outside their own halls, save for needing to trade for a few items of value for their arts and magic. Dwarves are miners, builders and smiths without equal and have long practiced their crafts in pursuit of near perfection. They are expert craftsmen and jewellers and the few dwarf-made items belonging to the world of men are looked on with longing as the pinnacles of their art. Some men have been known to seek to commission work from dwarf craftsmen, of them, very few are able to afford the cost.

Dwarves are rarely seen in the human realms, at least by humans. Generally, they prefer to travel as secretly as possible along dwarf roads and paths of their own creation, some well-maintained paved roads, others barely tracks winding through the hearts of the woods. These roads connect the dwellings of the dwarves to each other in a web across the country, but they also connect to many ancient sites of immense value to the dwarven folk, great looming statues set up in time immemorable, or stone lined tanks and pools hidden deep in the forest. The paths are well guarded, however with subtle shifting magic which conceals both them and travellers on them from view. It is a skilled ranger even, who can identify and follow a Dwarf path without the magic guiding them away and into the trackless depths of the forest. Though in recent years the magic has begun to wear thin in some places, and the protective webs are not what they were. For this reason, and especially since the rise of the kobolds, traveling dwarf merchants usually band together in well-armed groups for protection.

Typically a dwarf caravan will be guarded by a mixture of warriors and rangers oathsworn to protect the merchant leader of the party. Warriors are well equipped, stalwart and disciplined, ideally suited to defend the persons and the wares of the caravan. Rangers more lightly armed and generally more skilled at field-craft and with the bow. Rangers move ahead of the main caravan scouting out a route and ensuring the way ahead is clear of obstacles or bandits. War dogs often accompany the warriors and many a kobold or human ambush has been scented out and crushed before an ambush was sprung by the well trained mastiffs and bulldogs of the dwarves.

More occasionally, perhaps more valuable cargoes will be additionally defended by hearthguard troops –elite dwarven warriors. These grizzled veterans excel in close fighting and use their decades of experience and expertly forged equipment to provide additional security for a party. Finally the travellers may have been joined by an outcast prince from one of the Great Families of the dwarven realms. These lost or dispossessed sons or daughters live by their wits and the strength of their arms either apart from mainstream dwarf society, or in the employ of other houses as great captains or trusted officers. They are veterans of hundreds of skirmishes and brutal brawls and are not ever to be underestimated or taken lightly.

StrongSword Dwarf caravans.

Battle Stance special rules.

Fall back	Defend the Wagons: Models may retreat to end their moves closer to a wagon (if one is still in play) regardless of the positions of enemy models. This may not be a move into combat.
Rally	Ambush! You may hold any number of dwarf rangers off the table to act as an ambush party. When the Rally battle stance is chosen roll a D10. You may place up to this number of the rangers held in ambush onto any table edge. They may not be placed within their move +1 of any enemy model (stunned or un-stunned).
Balanced:	True grit. All models may attempt to rally, not just ½.

Dwarf Caravan unit selector

Rare		
<p>Caravan master Light armour HW and shield 2 handed hacking weapon Living Ancestor (9 lives) Paymaster (Leader)</p>	<p>Smith/Seer Light armour HW and shield 2 handed hacking weapon Hand weapon and handgun Hand weapon and crossbow Dwarf Spellcaster Unique</p>	<p>Outcast Prince Heavy armour HW and shield 2 handed hacking weapon Hand weapon and handgun Hand weapon and crossbow Warrior of renown</p>
Uncommon		
<p>Rangers Light armour Strongbows, hand weapon. Ambush</p>	<p>Hearthguard Heavy Armour 2 handed hacking weapon Hand weapon and shield Magic items (heavily armoured)</p>	
Common		
<p>Warriors, Heavy Armour 2 handed hacking weapon Hand weapon and shield Crossbow Handgun. (Magic items)</p>	<p>Wardogs (3) No Armour Teeth and claws</p>	<p>Waggons (2) Immobile Die Hard. Unique.</p>

Caravan master	Rare
Move	4"
Rally/Morale success	4+
Weapons	One of: HW and shield 2 handed hacking weapon
Armour	Light armour
Combat modifier	No modifier
Special rules	Living Ancestor (9 lives) Paymaster (Leader)

Smith/Seer	Rare
Move	4"
Rally/Morale success	4+
Weapons	One of: Hand weapon and shield 2 handed hacking weapon Hand weapon and handgun Hand weapon and crossbow
Armour	Light armour
Combat modifier	No modifier
Special rules	Maximum 1 per warband. Spellcaster (See core rules and grimoire)

Outcast Prince	Rare
Move	4"
Rally/Morale success	4+
Weapons	One of: HW and shield 2 handed hacking weapon Hand weapon and handgun Hand weapon and crossbow
Armour	Heavy armour
Combat modifier	+1
Special rules	Warrior of Renown (Roll 2 combat dice and choose the best)

Rangers	Uncommon
Move	4"
Rally/Morale success	4+
Weapons	Strongbows, hand weapon.
Armour	Light armour
Combat modifier	+1 with Strongbow
Special rules	Ambush If in cover when shot at, always counts as hard cover (but not in close combat)

Hearthguard	Uncommon
Move	4"
Rally/Morale success	4+
Weapons	One of: 2 handed hacking weapon Hand weapon and shield
Armour	Heavy armour
Combat modifier	+1
Special rules	Magic items (May re-roll 1 dice per game) Heavily Armoured, In combat always counts as using the defensive battle stance (-1 to enemy roll)

Warriors	Common
Move	4"
Rally/Morale success	4+
Weapons	One of: Hand weapon and shield 2 handed hacking weapon Hand weapon and handgun Hand weapon and crossbow
Armour	Heavy armour
Combat modifier	+1
Special rules	

Wardogs (3)	Common
Move	6"
Rally/Morale success	6+
Weapons	Teeth and claws
Armour	Unarmoured
Combat modifier	-1
Special rules	Animal.

Waggons (2)	Common
Move	0"
Rally/Morale success	n/a
Weapons	n/a
Armour	Unarmoured
Combat modifier	-1
Special rules	<p>Unique.</p> <p>Immobile – the waggons may not be moved during the game by any means.</p> <p>Defend the waggons. Counts as a leader for rallying and morale tests, with a 6" range.</p> <p>Indestructible –Wagons cannot be harmed or damaged within the game.</p>

Dwarf Magic

Spell	Casting success value	Effect
Protect	4+	choose 1 friendly model anywhere on the table. For this turn all Damage rolls against this model suffer an additional -1 to the roll.
Embolden	4+	Choose 1 model anywhere on the table. For this turn it automatically passes Rally and Morale tests.
Entrance	5+	Choose 1 enemy model within line of sight. You may move this model up to ½ its move distance in any direction. The model may not move into combat. The model may not move again this turn.
Maze	6+	Choose 1 enemy model within line of sight. This model may not move, cast magic or shoot this turn, if it has to fight in combat it suffers a -2 modifier.
Considerable fireball	6+	Choose 1 enemy model within line of sight. The target suffers a short-range missile attack as if from a musket.
Enchant armour	7+	Choose an Uncommon or Rare model. For this turn all Damage rolls against them suffer an additional -2 modifier. If cast on a 10 this modifier applies for the rest of the game.

Enchant weapon	7+	Choose an Uncommon or Rare model. For this turn it gains an additional +2 to its combat modifier. If cast on a 10 this modifier applies for the rest of the game.
Entice	8+	Force your opponent to increase their battle stance by 1 (i.e., Fall Back becomes Rally etc,
Fateweaver	8+	Choose a target model in line of sight, roll a D10 and place it next to the model. The controlling player may choose to use the result of this dice instead of another dice result which would affect the target model.
Glamour	9+	Choose a target point on the board. All enemy models within 12" of this point must try to get as close to it as possible. This move takes priority over moving towards/away from any other models.

Golden evening light sparkled through the clear cold autumn air. The sounds of the party preparing to depart filled the courtyard with the noise of creaking waggons and the clinking of harness chains and the low gruff voices of the dwarves as they led the ponies into the traces.

Njal, Thane of Herioth, stood in the intricately carved doorway to the great hall surveying the scene, his ancient hands clasped around a tiny bag made of a shimmering pearlescent fabric. His dark eyes taking in everything. At last he took his eyes from the scene and fixed them on a small group of dwarves standing next to a large covered waggon, blue-painted and richly decorated with silver. The smallest of the dwarves turned to face him, as if sensing his attention on her, the Seer, his own daughter.

Word had come that King Ulfstan was troubled by ill-dreams and forbidding portents and desired council. The powerful seers of the Dwarves were all travelling to Stanehearth to offer aid, and that meant Njalsdottir was also required.

She raised a hand to her companions and they instantly fell silent, then followed her towards the door of the hall, both of the grizzled dwarves following a respectful few steps behind the dwarf maiden with the deep black hair and sea-green eyes.

They halted in front of the thane, Njalsdottir along gazed into his eyes, the other two held their eyes lowered, each with a knuckle pressed against their brows, an ancient sign of fealty.

"All is ready, Trailmaster?" asked Njal.

"It is Ready" replied Skal, the master of the caravan.

"The hearthguard are ready, Captain?" demanded the thane.

The other dwarf bowed his head low, "Yes my lord" answered a deep sonorous voice from the massive barrel-chested dwarf, tinted metallic from the curtain of mail hanging from the brow of his helmet.

"I wish you fortune on your journey"

"Whatever fortune awaits us is ill" replied Njalsdottir simply "The Fates are black".

Njal looked at her hard, their eyes locked. After some time, he reached out with both of his gnarled hands and placed the tiny fabric bag into her smooth return grip.

"Be alert Captain, Master" intoned the thane in a voice of stern command. He watched as they bowed deeply to him and turned to take their places in a caravan, and kept watching, fists clenched, as they slowly moved out of the gates and into the deepening twilight.

Campaign outline.

Dwarves- Escort Njalsdottir to the hall of Stanehearth to join the King's council.

Mercenaries- Stop the Dwarf caravan and kill and search the Seer for magic items to take back to the sorcerer.

A Narrative approach, or Sudden Death... and Bragging rights

The campaign is written with a strongly narrative feel to it to keep the feeling of being on the Knife-edge about it there is an element of sudden death.

If any of the principals are killed before they are fated to by the campaign, you lose!

Essentially this means the dwarf player needs to keep Njalsdottir alive through the whole campaign, and players need to be a little careful with Siggard and The Burnt Man. Not that they can't be thrown into fights to offer support, or otherwise get stuck in, but there are usually hefty negative consequences to getting your named characters killed.

While this is quite a severe approach it does encourage a more narrative element of play than simply going at it and counting victory points at the end to determine a winner. However, as there is a difference between the dwarves getting to Stanehearth after a lovely walk through the woods, and crawling there broken and bloodied there is an 'Achievement point' system built into the campaign in Appendix 1. This is designed to work alongside the sudden death system above, so that either player can win Bragging Rights to the campaign, despite the final outcome.

Mission 1 “Day five on the road”

The dwarves have been travelling without incident for nearly a week, out from the forest and over the vast expanse of the moors. Preparing to follow the dwarf road down to cross one of the great moorland streams Njalsdottir calls a sudden stop. Siggard, Captain of the Guard orders a small party to scout the crossing in advance of the main caravan. Something isn't right.

Forces**Dwarves**

Captain Siggard chooses a scouting force to secure the ford

The Dwarven force is chosen from the Dwarf Caravan list. (4 Common, 4 Uncommon, 1 Rare.)

Mercenaries

The mercenaries have reached the ford first, and have set an ambush.

The mercenary forces are chosen from the Mercenaries list. (6 Common, 3 Uncommon, 1 Rare.)

At least 50% of the mercenaries must be armed with missile weapons.

Setup.

- 36"x24"
- A stream, river or gully runs across the middle of the board from long edge to long edge, It isn't deep, but it is cold and fast flowing (Difficult going).
- The road runs from short edge to short edge, crossing the stream in the centre of the table, the crossing could be a ford or a small simple bridge.
- The valley is dotted with trees and large boulders. A mix of hard and soft cover, placed around 8" apart.
- The dwarves set up within 12" of the road.
- The Mercenaries set up within 12" of the ford on the opposite bank of the river.

Victory conditions.

- The dwarves need to drive the mercenaries off the road and secure the ford for the caravan to cross.
- The Mercenaries need to cause as many casualties to the dwarves as possible before they are driven off.
- The mercenaries take morale checks when they have more than 50% of their models killed or stunned, they are there to cause disruption. Not get themselves killed.

Mission 2 “Across the moor”

Njalsdottir frowned as the group of dwarf guards tramped up from the river. Mail was split, shields were splintered and blood had been spilt. Young Gruggi looked in a bad way but would probably recover, Dwarves are, after all, notoriously tough. Captain Siggard was furious, and worried.

“Captain” she said, simply.

Siggard moved smartly over to her and she motioned for him to climb up onto the waggon, Skal, the waggon master joined them and they talked quickly in low voices. Around them warriors watched the trees and rocks cautiously, weapons held firmly in their grips.

“Its bad, Lady” stated Siggard, “We drove them off easily enough, but it’s Bad”

“How did they locate the crossing, Captain?” replied Njalsdottir. She fixed him with a glance, and then slowly stretched out her hand.

Siggard reached down to a small pouch on his belt and drew out a flattened peice of metal, it was burnt black and shaped like a skull. “I took this from one of them, it got in the way of my hammer”.

Najlsdottir narrowed her eyes. “Him” she breathed, and handed back the metal badge.

“So what do we do?” asked Siggard, glancing between his companions.

“We change paths”, answered Skal quietly “And trust to the Fates”.

Forces**Dwarves**

Skal is leading the caravan off this path to join up with another nearby. They are taking a big risk...

The Dwarven force is chosen from the Dwarf Caravan list. (6 Common, 6 Uncommon, 3 Rare.)

The dwarf force must include at least 1 waggon.

The rare choices must include models for Njalsdottir, Skal and Siggard

Mercenaries.

The fates smile kindly on them, the dwarves are moving right towards where the force is camped.

The Mercenary force is chosen from the Mercenary list. (10 Common, 5 Uncommon, 1 Rare.)

Setup.

- 36”x36”
- An area of moorland, lightly covered with small trees and bushes and clumps of rocks around 12” apart (soft and hard cover)
- Areas of the moor are waterlogged, feel free to scatter some bogs and marshes around (Difficult going, no cover)
- The mercenary camp. Place some tents or buildings within 6” of the North East corner.
- The Mercenaries set up within 6” of the tents of buildings
- The dwarves set up within 6” of the western side of the board.

Victory conditions.

- The dwarves need to exit the board by the Eastern table edge. The named characters must survive.
- The Mercenaries need to kill Najlsdottir in hand to hand combat. This is the only way they can search her for the artefact.

Mission 3 “The Deep Wood”.

Njalsdottir gazed around the wood, her eyes open and picking up the silvery thread which wound their way through the trees. She motioned to the dwarves around her. They were exhausted, but obedience to her drove them on, that and the fear of the pursuing mercenaries. They picked up their packs and began to march on.

The thread twisted through the trees leading them on, it marked a safe way, good water and firmer going, and hopefully it was invisible to the following humans as it swept away noise and the marks of the dwarves’ progress.

Forces**Dwarves**

Njalsdottir must lead her troops through the wood without taking too many casualties.

The Dwarven force is chosen from the Dwarf Caravan list. (4 Common, 4 Uncommon, 1 Rare.)

The rare choices must include a model for Njalsdottir.

Mercenaries.

Mercenary scouts and trackers are fanning through the woods, desperately searching for traces of the fleeing dwarfs, but the forest isn’t their friend, it seems to move around them.

The Mercenary force is chosen from the Mercenary list. (10 Common, 2 Uncommon, 0 Rare.)

Setup.

- 36”x36”
- An area of dense woodland, covered with clumps of trees and bushes (soft and hard cover)
- Patches of cover should be 6-8” apart
- Areas of the forest are waterlogged, feel free to scatter some ponds and lakes around (impassable, no cover)
- The battle takes place at Night.
- The dwarves set up within 6” of the centre of the North side of the board.
- Split the mercenary band in half, half deploys in the centre of the Western edge of the board, the other half in the centre of the eastern edge.

Victory conditions.

- The dwarves need to exit the board by their opposite table edge. The named characters must survive.
- The Mercenaries need to identify that they are indeed tracking Njalsdottir by getting a model within 8” of her. They then need to escape with this model off the North side of the board to take word to their captain.
- Its Alive!. The magical path they are following does indeed help the dwarves. During the spellcasting phase of each turn the dwarf played my move 1 piece of terrain up to 3” in any direction. replace any models that the terrain moves over back as close to their original positions as possible (You can find a wood has moved to surround you.)
- The Silvery Path. Any dwarves within 12” of Njalsdottir ignore movement penalties for terrain, as they can see the path when they are close to her.

Mission 4 "Vengeance!"

Crashing through the woods Siggard was raging. His shame burned, He had lost Njalsdottir! Now the wretched mercenaries and their evil master would pay. He and his warriors would avenge her loss with their own blood.

Forces

Dwarves

Siggard's dwarves must kill as many of the mercenaries as possible, If the Burnt Man fell under his hammer perhaps Njalsdottir's blood price would be part paid.

The Dwarven force is chosen from the Dwarf Caravan list. (6 Common, 4 Uncommon, 1 Rare.)

The rare choice must include a model for Siggard.

Mercenaries.

By chance the rampaging dwarf captain has stumbled across the ruins of the stone tower where the Burnt Man has set his camp, prepare to weather their onslaught.

The mercenary force is chosen from the Mercenary list. (12 Common, 8 Uncommon, 2 Rare.)

The rare choices may include a Pyromancer from the Adventurers list (The Burnt Man)

Setup.

- 36"x36"
- An area of light woodland, lightly covered with dense clumps of trees and bushes (soft and hard cover)
- Patches of cover should be 10-12" apart
- The ruined tower stands at the centre of the south side of the board, you can decide how ruined it is.
- The battle takes place at Night.
- The dwarves set up within 6" of the centre of the North side of the board.
- The mercenaries set up within 8" of the ruined tower

Victory conditions.

- The dwarves need to kill as many mercenaries as possible. Kill them, not let them escape by breaking. Siggard gains bonus points for dying in hand to hand combat.
- The dwarves will not break in this mission.
- The Mercenaries need to defeat the dwarves while taking as few casualties as possible. The Burnt Man must survive.

Mission 5 “Flight to the boundary”.

Peering through the fog Njalsdottir could almost make out the boundary stones of Stanehearth. It would be close, all around her the woods were alive with the sounds of mercenary soldiers. Looking to the east she could see nothing, only boiling clouds of smoke and flame. He was here.

Forces**Dwarves**

Njalsdottir must get to the boundary stone. Once there she can summon aid from Stanehearth. The Dwarven force is chosen from the Dwarf Caravan list. (6 Common, 2 Uncommon, 1 Rare.) The rare choice must include a model for Njalsdottir.

Mercenaries.

The Burnt Man has taken the field, moving swiftly with a small detachment he has tracked Njalsdottir right to the border of Stanehearth, now he must stop her before she reaches the boundary stone, or suffer the consequences.

The mercenary force is chosen from the Mercenary list. (6 Common, 2 Uncommon, 1 Rare.) The rare choice must include a Pyromancer from the Adventurers list (The Burnt Man)

Setup.

- 36"x36"
- An area of moor lightly covered with bushes and patches of rocks (hard and soft cover)
- Patches of cover should be 10-12" apart
- The boundary stone stands at the of the North-West corner of the board.
- The dwarves set up within 6" of the centre of the Southern side of the board.
- The mercenaries set up within 6" of the centre of the Eastern side of the board

Victory conditions.

- The dwarves need to get to the boundary stone. Any dwarf warrior will do. If Njalsdottir can do it that would be better. Roll a dice in the Morale phase of each turn after a dwarf model has touched the boundary stone, on a 6+ the game ends immediately.
- The dwarves will not break in this mission.
- The Mercenaries need to prevent the dwarves reaching the boundary marker, or to kill Njalsdottir within sight of safety

Mission 6 “A reckoning”

The halls and courtyard of Stanehearth was in uproar. The moment the first dwarf reached the boundary stone powerful oaths bound Ulfstan to protect his visitors, and threat to their lives was not to be tolerated. The King immediately summoned his hearthguard, heavy harnesses clattering and mail shining through the foggy morning air the unbreakable might of Stanehearth marched to assist king Ulfstan’s beleaguered guests

Forces

Dwarves

The power of Stanehearth is at your disposal. Drive the mercenaries away.

The Dwarven force is chosen from the Dwarf Caravan list. (4 Common, 8 Uncommon, 2 Rare.)

You may also include any survivors from Mission 5.

Mercenaries.

The power of Stanehearth has been roused, but all is not yet lost. There is still time to cut Njalsdottir out and steal the artefact from under king Ulfstan’s beard, just don’t stay too long and still be there when the Stanehearth hearthguard show up..

The mercenary force is chosen from the Mercenary list. (8 Common, 2 Uncommon, 1 Rare.)

You may also include any survivors from Mission 5.

Setup.

- 36”x36”
- An area of moor lightly covered with bushes and patches of rocks (hard and soft cover)
- Patches of cover should be 10-12” apart
- The boundary stone stands 12” from the Eastern side of the board.
- Dwarf survivors from Mission 5 are deployed within 3” of the boundary stone.
- The Stanehearth dwarves set up within 3” of the Western side of the board.
- The mercenaries set up within 3” of the Eastern side of the board

Victory conditions.

- The dwarves need to link up, and then protect Njalsdottir so she can escape off the Western edge of the board.
- The Mercenaries need to kill Njalsdottir within sight of safety, preferably in Hand to Hand combat so they can recover the artefact.

Bragging Right - optional, but fun.

Mission 1 "Day five on the road"	
Dwarves	Mercenaries
The mercenaries are driven off within 10 turns +1	The mercenaries are still in play after 10 turns +1
Captain Siggard kills at least 2 mercenaries +2	At least 3 dwarves are killed by shooting attacks +2

Mission 2 "Across the moor"	
Dwarves	Mercenaries
Njalsdottir is still on the board after Siggard leaves (Alive) +1	Skal is killed within LOS of Siggard +1
At least 2 dwarves exit the board within 2" of the mercenary camp +2	No dwarf comes within 6" of the camp. +2

Mission 3 "The Deep Wood".	
Dwarves	Mercenaries
The dwarf force is unbroken when the last model leaves the board +2	The dwarf force is broken before the first model leaves the board. +2
The dwarves leave the table within 12 turns +2	At least 3 dwarf models are removed by shooting +2

Mission 4 "Vengeance!"	
Dwarves	Mercenaries
Siggard is killed by a Rare choice model +5	Siggard is killed in combat with The Burnt Man +5
Siggard is killed by and Uncommon choice model +2	The dwarves are all dead by turn 15 +2

Mission 5 "Flight to the boundary".	
Dwarves	Mercenaries
The mercenaries are broken before a dwarf model touches the boundary stone +5	The dwarves are broken before the first dwarf touches the boundary stone. +5
Njalsdottir is the first dwarf to touch the boundary stone +2	The Burnt Man kills a dwarf touching the boundary stone using magic. +2

Mission 6 "A reckoning"	
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Dwarves	Mercenaries
The Burnt Man is killed in Hand to Hand combat +5	The Burnt Man survives the Battle +5
Njalsdottirs' survivors kill at least 2 mercenaries +1	Njalsdottir is killed by shooting or a fireball +1

Margin of victory (Winners Bragging Rights score – Losers Bragging Rights score)	
More than 15	An epic tale of divine favour.
More than 10	Worthy of an ale in the telling.
More than 5	Worthy of re-telling.
0-5	An epic tale of struggle.