



## INTRO

Dwarves are short humanoids, united under the banner of a conglomerate of mega-companies. Their 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.

The Dwarf Guilds rapidly expanded outwards from their home world, hoping to claim ever more of the galaxy's resources. These ambitions eventually resulted in them starting a war that they could not win. Desperation led them to activate a machine that would end up destroying much of the Sirius Sector. Now the scattered survivors seek to rebuild with the same ambition of their predecessors.

## ABOUT OPR

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## BACKGROUND STORY

The Dwarves originated on a mineral rich but inhospitable world. In order to escape the harsh conditions of the surface, their civilization developed underground where conditions were more stable. As their civilization continued to grow, they started to discover and innovate new uses for the ores and resources they uncovered as they dug their cities. Guilds of miners arose to stake claims on these ores, and soon, Guild Lords became the richest and most powerful Dwarves on their planets, holding absolute control of the ore which their society depended on.

The Guilds were driven by a demand for constant growth and competition with rival Guilds, causing them to mine ever deeper into their home world's crust. The Guilds continued until they had stripped their world nearly bare, before turning toward space. They expanded rapidly outwards, their wealth grew as Guilds competed to stake claims over new systems.

This rapid expansion only slowed when the Dwarves began to encounter more powerful factions. After some initial tension, the Dwarves struck up an alliance with the Elves. The Elves conceded a number of border worlds to the Dwarves while trade between the factions of Sirius flourished. Noticing the disunity of the Orcs, the Guilds used a Orc raids as a pretext to begin expanding into their territory.

After their initial success, the Guilds became more ambitious and began to expand deep into Orc territory. The Orcs united against them and quickly began to turn the tide. The Dwarves became desperate to recover what resources as they retreated, stripping many planets bare. Dwarves became increasingly desperate for resources and sought to create a wormhole that would allow them to rapidly extract resources from distant worlds, even other galaxies.

When they activated their machine, something went terribly wrong. The Radiance Cascade tore through much of Sirius in an instant, destroying most of their worlds and killing most of those residing in Guild territory. The survivors were largely miners working on systems at the edge of their space. Following the Cascade, the Guilds moved quickly to evacuate survivors and adapt to a space born life.

Most Dwarves now live on mobile mining fleets. These fleets travel through their territory extracting everything they can from a system before abandoning it. The Dwarves have also taken an interest in the Zone, contending that they have exclusive rights of salvage there.

How will you extract your fortune from the Sirius Sector?

# GFF - DWARF GUILDS v3.4.4

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Dwarf Champion [1]	3+	3+	CCW (A2), Combat Shield (Shield Wall)	Hero, Slow, Tough(3)	40pts
Berserker Veteran [1]	4+	5+	Heavy Great Axe (A1, AP(2), Deadly(3))	Fearless, Furious, Hero, Slayer, Slow, Tough(3)	45pts
Berserker [1]	4+	5+	Great Axe (A1, AP(2))	Fearless, Furious, Slayer, Slow	15pts
Dwarf Warrior [1]	4+	4+	Rifle (24", A1), CCW (A1)	Slow	15pts
Elite [1]	3+	3+	Heat Hammer (A1, AP(2), Magma)	Fearless, Protected, Slow	20pts
Iron Veteran [1]	3+	3+	Iron Shotgun (6", A2, AP(2)), CCW (A1)	Slow	20pts
Jetpack Warrior [1]	4+	4+	Pistol (12", A1), CCW (A2)	Ambush, Flying	20pts
Miner [1]	4+	5+	Iron Pistol (9", A2, AP(1)), CCW (A2)	Slow, Tunneller	25pts
Sniper Team [1]	4+	5+	Sniper Rifle (30", A1, AP(1), Reliable), CCW (A1)	Scout, Slow, Stealth	35pts
Guardians [3]	4+	4+	3x Pistol (12", A1), 3x Bash (A1)	Shield Wall, Slow	40pts
Powersuit Guard [1]	3+	3+	Shock Hammer (A1, Blast(3)), Combat Shield (Shield Wall)	Ambush, Slow, Tough(3)	55pts
Thunder Support [1]	4+	4+	Mortar (30", A1, Blast(3), Indirect), CCW (A2)	Slow, Tough(3)	60pts
Dwarf Biker [1]	4+	4+	Auto-Gun (24", A2, AP(1)), Iron Pistol (9", A2, AP(1)), CCW (A2)	Fast, Tough(3)	70pts

## SPECIAL RULES

**AP(X):** Targets get -X to Defense rolls when blocking hits.

**Ambush:** May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

**Battle Haste:** This model and up to 3 friendly units that are within 12" at the beginning of the round may ignore the Slow rule. This effect lasts until the end of the round.

**Battle Lore:** This model and up to 3 friendly units that are within 12" at the beginning of the round get AP(+1) when shooting. This effect lasts until the end of the round.

**Beam:** Unmodified rolls of 6 to hit deal two extra hits (only the original hit counts as a 6 for special rules).

**Magma:** Ignores Regeneration, and enemies take one extra wound for each unmodified defense result of 1 that they roll.

**Medical Training:** This model and up to 3 friendly units that are within 12" at the beginning of the round get Regeneration. This effect lasts until the end of the round.

**Protected:** When units where all models have this rule take hits, those hits count as having AP(-1), to a min. of AP(0).

**Regeneration:** When taking a wound, roll one die. On a 5+ it is ignored.

**Repair:** Once per this model's activation, before attacking, if within 2" of a model with Tough, roll one die. On a 2+ you may remove D3 wounds from that model.

**Shield Wall:** This model gets +1 to defense rolls against hits that are not from spells.

**Slayer:** This model's melee weapons get AP(+2) against units where most models have Tough(3) or higher.

**Slow:** Moves -2" when using Advance, and -4" when using Rush/Charge.

**Spectrum Scanner:** This model and up to 3 friendly units that are within 12" at the beginning of the round ignore cover when shooting. This effect lasts until the end of the round.

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

**Tough(X):** This model only rolls to check wound effects once it has taken at least X wounds, and is only Knocked Out on rolls of 5+X or more.

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

## DWARF GUILDS ARMY SPELLS

**Spite Rune (1):** Target 2 enemy units within 18" get -1 to hit rolls next time they fight in melee.

**Smiting Rune (1):** Target enemy unit within 12" takes 2 hits.

**Battle Rune (2):** Target 4 friendly units within 12" get +2" next time they Advance, or +4" next time they Rush/Charge.

**Breaking Rune (2):** Target enemy model within 12" takes 1 hit with AP(4).

**Drill Rune (3):** Target 6 friendly units within 12" get Flying next time they move.

**Cleaving Rune (3):** Target 2 enemy units within 12" take 3 hits each.

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Dwarf Champion [1] - 40 pts	
Quality 3+	Defense 3+
CCW (A2) Combat Shield (Shield Wall) Hero, Slow, Tough(3)	
<i>Replace Combat Shield and CCW:</i>	
+10pts	Champion Twin Glove-Pistols (12", A4), Bash (A1)
<i>Replace Combat Shield:</i>	
+5pts	Champion Pistol (12", A2)
+5pts	Flamer Pistol (6", A1, Blast(3), Reliable)
+10pts	Fusion Pistol (6", A1, AP(4), Deadly(3))
+10pts	Champion H-Pistol (9", A3, Rending)
+15pts	Champion Iron Shotgun (6", A4, AP(2))
+15pts	Champion Rifle (24", A2)
+15pts	Champion Iron Pistol (9", A4, AP(1))
+15pts	Champion H-Pistol (9", A3, Rending)
+20pts	Champion Plasma Pistol (12", A2, AP(4))
+25pts	Champion Iron Blaster (18", A3, AP(1))
<i>Replace CCW:</i>	
+5pts	Shock Hammer (A1, Blast(3))
+10pts	Plasma Sword (A2, AP(1), Rending)
+15pts	Plasma Axe (A1, AP(2), Deadly(3))
+20pts	Shock Gauntlet (A2, AP(4))
<i>Upgrade with one:</i>	
+25pts	Jetpack (Ambush, Flying, Swift)
+100pts	Combat Bike (Auto-Gun (24", A2, AP(1)), Fast, Swift, Tough(3))
<i>Upgrade with one:</i>	
+15pts	Rune Master (Caster(2))
+35pts	Guild Lord (Battle Lore)
+40pts	Engineer (Repair)

Berserker Veteran [1] - 45 pts	
Quality 4+	Defense 5+
Heavy Great Axe (A1, AP(2), Deadly(3)) Fearless, Furious, Hero, Slayer, Slow, Tough(3)	
<i>Replace Heavy Great Axe:</i>	
+10pts	Dual Heavy Berserker Axes (A4, AP(1))
<i>Upgrade with any:</i>	
+10pts	Cyber-Augments (Regeneration)
+10pts	Rage Lord (Battle Haste)

Berserker [1] - 15 pts	
Quality 4+	Defense 5+
Great Axe (A1, AP(2)) Fearless, Furious, Slayer, Slow	
<i>Replace Great Axe:</i>	
+5pts	Dual Berserker Axes (A2)
+20pts	Assault Grenade Launcher (18", A1, Blast(3)), CCW (A2)
<i>Upgrade with:</i>	
+5pts	Cyber-Augments (Regeneration)

Dwarf Warrior [1] - 15 pts	
Quality 4+	Defense 4+
CCW (A1) Rifle (24", A1) Slow	
<i>Replace Rifle:</i>	
+5pts	Shotgun (12", A2, AP(1))
+10pts	Iron Blaster (18", A2, AP(1))
+10pts	Auto H-Rifle (18", A2, Rending)
+15pts	Plasma Rifle (24", A1, AP(4))
+15pts	Flamer (12", A1, Blast(3), Reliable)
+20pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+30pts	Heavy Machinegun (30", A3, AP(1))
+40pts	Rail M-Rifle (24", A1, AP(2), Deadly(3), Magma)
+45pts	Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)
<i>Upgrade with one:</i>	
+15pts	Medical Training
+20pts	Spectrum Scanner
<i>Replace Rifle and CCW:</i>	
free	Sgt. Pistol (12", A1), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Pistol:</i>	
+5pts	H-Pistol (9", A2, Rending)
+5pts	Iron Pistol (9", A2, AP(1))
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+10pts	Plasma Sword (A2, AP(1), Rending)
+15pts	Shock Gauntlet (A2, AP(4))

Elite [1] - 20 pts	
Quality 3+	Defense 3+
Heat Hammer (A1, AP(2), Magma) Fearless, Protected, Slow	
<i>Replace any Heat Hammer:</i>	
free	Heat Axe (A2, Magma)
<i>Replace Heat Hammer:</i>	
+15pts	Great Heat Hammer (A1, AP(2), Blast(3), Magma)

Iron Veteran [1] - 20 pts	
Quality 3+	Defense 3+
CCW (A1) Iron Shotgun (6", A2, AP(2)) Slow	
<i>Replace Iron Shotgun:</i>	
+15pts	Iron Blaster (18", A2, AP(1))
<i>Replace Iron Blaster:</i>	
+5pts	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)
+25pts	C-Beamer (24", A2, AP(1), Beam)
+30pts	Heavy Fusion Rifle (18", A1, AP(4), Deadly(3))
+60pts	Plasma Cannon (30", A1, AP(4), Blast(3))
<i>Upgrade with one:</i>	
+15pts	Medical Training
+20pts	Spectrum Scanner
<i>Replace Iron Shotgun and CCW:</i>	
+5pts	Sgt. Iron Pistol (9", A2, AP(1)), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Iron Pistol:</i>	
+5pts	H-Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+10pts	Plasma Sword (A2, AP(1), Rending)
+20pts	Shock Gauntlet (A2, AP(4))

Jetpack Warrior [1] - 20 pts	
Quality 4+	Defense 4+
CCW (A2) Pistol (12", A1) Ambush, Flying	
<i>Replace Pistols and CCW:</i>	
free	Twin Glove-Pistols (12", A2), Bash (A1)
<i>Replace any Pistol:</i>	
+5pts	Iron Pistol (9", A2, AP(1))
+5pts	Iron Shotgun (6", A2, AP(2))
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Pistol:</i>	
+5pts	Flamer Pistol (6", A1, Blast(3), Reliable)
<i>Replace any CCW:</i>	
+10pts	Plasma Sword (A2, AP(1), Rending)
+15pts	Shock Gauntlet (A2, AP(4))
<i>Replace CCW:</i>	
+5pts	Shock Hammer (A1, Blast(3))
+10pts	Plasma Axe (A1, AP(2), Deadly(3))
<i>Replace Pistol and CCW:</i>	
free	Sgt. Pistol (12", A1), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Pistol:</i>	
+5pts	H-Pistol (9", A2, Rending)
+5pts	Iron Pistol (9", A2, AP(1))
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+10pts	Plasma Sword (A2, AP(1), Rending)
+15pts	Shock Gauntlet (A2, AP(4))

Miner [1] - 25 pts	
Quality 4+	Defense 5+
CCW (A2) Iron Pistol (9", A2, AP(1)) Slow, Tunneller	
<i>Replace any Iron Pistol:</i>	
free	Iron Shotgun (6", A2, AP(2))
<i>Replace Iron Pistol:</i>	
+10pts	Flamer (12", A1, Blast(3), Reliable)
+20pts	Fusion Rifle (12", A1, AP(4), Deadly(3))
+30pts	Drill M-Platform (18", A1, AP(2), Deadly(3), Magma)
<i>Replace Iron Pistol and CCW:</i>	
+10pts	Drill A-Platform (A1, AP(4), Deadly(3))
<i>Replace Iron Pistol and CCW:</i>	
free	Sgt. Iron Pistol (9", A2, AP(1)), Sgt. Hand Weapon (A2)
<i>Replace Sgt. Iron Pistol:</i>	
+5pts	H-Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
<i>Replace Sgt. Hand Weapon:</i>	
+10pts	Plasma Sword (A2, AP(1), Rending)
+15pts	Shock Gauntlet (A2, AP(4))

Sniper Team [1] - 35 pts	
Quality 4+	Defense 5+
CCW (A1) Sniper Rifle (30", A1, AP(1), Reliable) Scout, Slow, Stealth	
<i>Upgrade with one:</i>	
+5pts	Fire Ammo (Magma when Shooting)
+10pts	Plasma Ammo (Beam when Shooting)

Guardians [3] - 40 pts	
Quality 4+	Defense 4+
3x Bash (A1) 3x Pistol (12", A1) Shield Wall, Slow	
<i>Replace all Bashes and Pistols:</i>	
free	CCW (A2)
+10pts	Heavy Spear (A1, AP(1), Counter)

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Powersuit Guard [1] - 55 pts	
Quality 3+	Defense 3+
Shock Hammer (A1, Blast(3))	
Combat Shield (Shield Wall)	
Ambush, Slow, Tough(3)	
<i>Replace Combat Shield:</i>	
+5pts	Iron Pistol (9", A2, AP(1))
<i>Replace any Iron Pistol:</i>	
+5pts	H-Pistol (9", A2, Rending)
+5pts	Plasma Pistol (12", A1, AP(4))
+35pts	Storm Rifle (24", A3, AP(1))
<i>Replace Storm Rifle:</i>	
+5pts	Heavy Machinegun (30", A3, AP(1))
+20pts	Rail M-Rifle (24", A1, AP(2), Deadly(3), Magma)
+35pts	Plasma Cannon (30", A1, AP(4), Blast(3))
<i>Replace any Shock Hammer:</i>	
+10pts	Plasma Axe (A1, AP(2), Deadly(3))
+15pts	Plasma Sword (A3, AP(1), Rending)
+30pts	Shock Gauntlet (A3, AP(4))
<i>Upgrade with:</i>	
+5pts	Exo-GL (18", A1, Blast(3), Limited)

Thunder Support [1] - 60 pts	
Quality 4+	Defense 4+
CCW (A2)	
Mortar (30", A1, Blast(3), Indirect)	
Slow, Tough(3)	
<i>Replace any Mortar:</i>	
+5pts	C-Beamer (24", A2, AP(1), Beam)
+5pts	Heavy Machinegun (30", A3, AP(1))
+15pts	Missile Launcher (30", A1, AP(2), Deadly(3), Lock-On)
+20pts	Gravity H-Cannon (24", A4, Rending)
+20pts	Autocannon (36", A3, AP(2))
<i>Upgrade with:</i>	
+20pts	Spectrum Scanner

Dwarf Biker [1] - 70 pts	
Quality 4+	Defense 4+
CCW (A2)	
Iron Pistol (9", A2, AP(1))	
Auto-Gun (24", A2, AP(1))	
Fast, Tough(3)	
<i>Replace any Iron Pistol:</i>	
free	Iron Shotgun (6", A2, AP(2))
+5pts	Shotgun (12", A2, AP(1))
<i>Upgrade with:</i>	
+5pts	Pioneer (Scout)

# GFF - DWARF GUILDS v3.4.4 - NARRATIVE HEROES

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Hadrund oth Irnwuld [1]	3+	3+	Boulderbreaker (A4, AP(2), Rending)	Depth Prospector, Hero, Slow, Tough(3), Unique	95pts

## SPECIAL RULES

**AP(X):** Targets get -X to Defense rolls when blocking hits.

**Depth Prospector:** This model and up to half of its army get Tunneller (must deploy within 3" of this model).

**Slow:** Moves -2" when using Advance, and -4" when using Rush/Charge.

**Tough(X):** This model only rolls to check wound effects once it has taken at least X wounds, and is only Knocked Out on rolls of 5+X or more.

**Unique:** This unit may only be taken once per army.

## DWARF GUILDS ARMY

### SPELLS

**Spite Rune (1):** Target 2 enemy units within 18" get -1 to hit rolls next time they fight in melee.

**Smiting Rune (1):** Target enemy unit within 12" takes 2 hits.

**Battle Rune (2):** Target 4 friendly units within 12" get +2" next time they Advance, or +4" next time they Rush/Charge.

**Breaking Rune (2):** Target enemy model within 12" takes 1 hit with AP(4).

**Drill Rune (3):** Target 6 friendly units within 12" get Flying next time they move.

**Cleaving Rune (3):** Target 2 enemy units within 12" take 3 hits each.