

**TORCH & SHIELD**

**KURGIN ROCKBREAKER**  
Greysield



Mv	MS	S	R	A	N	D	C
4	5/3	5	2	2*	4	3	2

**EQUIPMENT:**  
Maul (Bludgeon, +2S, -1A\*)  
Ancestral Charm to Lorgrim (+1\* Valor)  
Master Brew - Black Skag (May take Barge Action, automatically successful)

**TRAITS: Leader, Command** (2 Warriors)  
**Hardcore** - When this Model enters the Wounded state (Resilience reduced to 0) it does not reduce all other Characteristics by 1.

Valor **1\***    Ammunition Spent     Fortune **1**  
Damage

**TORCH & SHIELD**

**SKARR**  
Thane



Mv	MS	S	R	A	N	D	C
4	5/2	5	2	1*	3	2	2

**EQUIPMENT:**  
Great-Axe (Brutal, +2S, -1A)  
Ancestral Charm to Hastus (+1 Fortune\*)  
Master Brew - Slate Ale Brew (+2 Resilience for the turn)

**TRAITS: Leader, Command** (1 Warrior)  
**Immovable:** When a Dwarf plants their feet, they channel the unyielding stature of their mountain home. This Model can never be Driven Back, or Dragged.

Valor **0**    Ammunition Spent     Fortune **2\***  
Damage

**TORCH & SHIELD**

**BALGUR**  
Clansman



Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

**EQUIPMENT:**  
Torch  
Spear (Reach)

**TRAITS:**

Valor **0**    Ammunition Spent     Fortune **0**  
Damage

**TORCH & SHIELD**

**BUKRIX**  
Clansman



Mv	MS	S	R	A	N	D	C
4	4/2	5	2	1*	3	2	2

**EQUIPMENT:**  
Greatshield (2 Save Rolls, -1A)  
Axe (Brutal)

**TRAITS:**

Valor **0**    Ammunition Spent     Fortune **0**  
Damage

**TORCH & SHIELD**

**FULGR**  
Clansman



Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

**EQUIPMENT:**  
Axe (Brutal)  
Shield (1 Save Roll)

**TRAITS:**

Valor **0**    Ammunition Spent     Fortune **0**  
Damage

**TORCH & SHIELD**

**MADRIM**  
Clansman



Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

**EQUIPMENT:**  
Pick (Piercing)  
Extra Weapon - Sword (Riposte)

**TRAITS:**

Valor **0**    Ammunition Spent     Fortune **0**  
Damage

**TORCH & SHIELD**

**RUMPLE**  
Clansman



Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

**EQUIPMENT:**  
Shield (1 Save Roll)  
Axe (Brutal)

**TRAITS:**

Valor **0**    Ammunition Spent     Fortune **0**  
Damage

**TORCH & SHIELD**

**DUGI**  
Shortbeard



Mv	MS	S	R	A	N	D	C
4	3/2	4	2	1*	2	2	1

**EQUIPMENT:**  
Halberd (Reach, +1S, Shieldbreaker, -1A\*)  
Lantern

**TRAITS:**

Valor **0**    Ammunition Spent     Fortune **0**  
Damage

**THE CRAZY EIGHT**

It is not known where Kurgin gathered his motley crew of Warriors, but among the northern cities, they have fashioned an infamous reputation.

No tavern or bar is safe from the ravages of the Crazy Eight. Few can satisfy the endless thirst of these Dwarfes, and when the kegs run dry, you can be sure that tempers will flare. Many a town guardsman has had the misfortune to end up on the receiving end of one of these drunken Buldahr's fists.

When not living as the scourge of human hovels, Kurgin and his warriors descend into the old Holds, looking for gold to refill their drinking coffers.

Invariably, The Eight come into conflict with other crews in the dark. Hungover and out of coin, the Buldahr are hard to reason with. But for Kurgin and his lads, another day is another scrap.

*If the Crazy Eight are an AI Crew, they will always take the Aggressive priority.*

**TORCH & SHIELD**

MORRAK FIREBEARD  
Greysield



Mv	MS	S	R	A	N	D	C
4	5/3	5	2	3	4	3	2

EQUIPMENT:  
Shield (1 Save Roll)  
Mail Armour (+1R against hits)  
Spear (Reach)

TRAITS: Leader, Command (2 Warriors)  
Shieldbreaker - This warrior is particularly skilled at breaking through defences.  
Enemies automatically fail one of their Save Rolls against Hits from this Model/weapon.

Valor 1    Ammunition Spent     Fortune 0  
Damage

**TORCH & SHIELD**

THORIM  
Thane



Mv	MS	S	R	A	N	D	C
4	5/2	5	2	1*	3	2	2

EQUIPMENT:  
Arbalest (-1A\*)  
Mail Armour (+1R against hits)  
Torch  
Ancestral Charm to Hastus (+1 Fortune\*)

TRAITS:  
Leader  
Command (1 Warrior)

Valor 1    Ammunition Spent     Fortune 1\*  
Damage

**TORCH & SHIELD**

HORRIG  
Clansman



Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

EQUIPMENT:  
Glaive (Two Hands, Reach, Brutal)  
Mail Armour (+1 R against hits)

TRAITS:

Valor 0    Ammunition Spent     Fortune 0  
Damage

**TORCH & SHIELD**

DAIN  
Clansman



Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

EQUIPMENT:  
Lantern  
Mail Armour (+1 R against hits)  
Hammer (Bludgeon)

TRAITS:

Valor 0    Ammunition Spent     Fortune 0  
Damage

**TORCH & SHIELD**

BRAMOND  
Clansman



Mv	MS	S	R	A	N	D	C
4	4/2	5	2	1*	3	2	2

EQUIPMENT:  
Maul (Two Hands, +2S, Bludgeon, -1A\*)  
Mail Armour (+1 R against hits)

Slate-Brew-Ale: A Warrior may drink Slate-Brew-Ale any time during their Activation, and gains 2 Resilience for the rest of the turn.

TRAITS:

Valor 0    Ammunition Spent     Fortune 0  
Damage

**TORCH & SHIELD**

BELI  
Shortbeard



Mv	MS	S	R	A	N	D	C
4	3/2	4	2	2	2	2	1

EQUIPMENT:  
Mace (Bludgeon)  
Breastplate (Removes one additional Success after the first on a Damage Roll.)  
Shield (1 Save Roll)

TRAITS:

Valor 0    Ammunition Spent     Fortune 0  
Damage

**TORCH & SHIELD**

KRUM  
Shortbeard



Mv	MS	S	R	A	N	D	C
4	3/2	4	2	2	2	2	1

EQUIPMENT:  
Sword (Riposte)  
Breastplate (Removes one additional Success after the first on a Damage Roll.)  
Torch

TRAITS:

Valor 0    Ammunition Spent     Fortune 0  
Damage

**MORRACK'S AVENGERS**

Long after Greyfrost Keep fell to the servants of the abyss, the Ironthane Clan's southernmost bastion - The Ironhorn - remained defended.

Though the years passed and the Ironthane Clan fractured, the clansmen of the garrison did not flinch in their duty.

When Morrak Firebeard was promoted to garrison-commander, he sought to reclaim the lower tunnels, which had long since been sealed.

But time had not lessened the danger below, for in the darkness lay trapped a Hellion of evil power. When released, the nightmare creature unleashed centuries of fury upon the garrison. Only a few Dwarves escaped with their lives.

Morrak carries with him the deep shame of his error and the conviction to set things right. He leads his surviving garrison to Mag Zarn in the hope that they can find enough gold to recruit an army. Then, Morrak will return to the Ironhorn and destroy the demon - or die in the attempt.

**TORCH & SHIELD**

GROTH DAMMINSON  
Greysield

Mv	MS	S	R	A	N	D	C
4	5/3	5	2	3	4	3	2

EQUIPMENT:  
**Shield** (1 Save Roll)  
**Mail Armour** (+1R against hits)  
**Breastplate** (Removes one additional Success after the first on a Damage Roll.)  
**Sword** (Riposte)

TRAITS: **Leader, Command** (2 Warriors)  
**Planner** - If this Model has the Leader Trait they may draw and Sheath an additional card at the start of the game, which can be used as normal.

Valor **0** Ammunition Spent  Fortune **1**  
 Damage

**TORCH & SHIELD**

GRIMDOL  
Thane

Mv	MS	S	R	A	N	D	C
4	5/2	5	2	1*	3	2	2

EQUIPMENT:  
**Hammer** (Bludgeon)  
**Plate Mail Armour** (+2R against hits, -1A\*)  
**Shield** (1 Save Roll)

TRAITS:  
**Leader**  
**Command** (1 Warrior)

Valor **1** Ammunition Spent  Fortune **0**  
 Damage

**TORCH & SHIELD**

YORRI  
Clansman

Mv	MS	S	R	A	N	D	C
4	4/2	5	2	1*	3	2	2

EQUIPMENT:  
**Two-Handed Sword** (Two Hands, +2S, Riposte, -1A\*)  
**Hardcoat** (If Casualty, flip card. On a ♥, leave Warrior in the Wounded State.)

TRAITS:

Valor **0** Ammunition Spent  Fortune **0**  
 Damage

**TORCH & SHIELD**

DRONG  
Clansman

Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

EQUIPMENT:  
**Crossbow**  
**Hardcoat** (If Casualty, flip card. On a ♥, leave Warrior in the Wounded State.)  
**Lantern**

TRAITS:

Valor **0** Ammunition Spent  Fortune **0**  
 Damage

**TORCH & SHIELD**

HURGIN  
Clansman

Mv	MS	S	R	A	N	D	C
4	4/2	5	2	2	3	2	2

EQUIPMENT:  
**Battle Axe** (Two Hands, +1S, Brutal)  
**Breastplate** (Removes one additional Success after the first on a Damage Roll.)

TRAITS:

Valor **0** Ammunition Spent  Fortune **0**  
 Damage

**TORCH & SHIELD**

BARIKK  
Shortbeard

Mv	MS	S	R	A	N	D	C
4	3/2	4	2	2	2	2	1

EQUIPMENT:  
**Firelock**  
**Breastplate** (Removes one additional Success after the first on a Damage Roll.)  
**Torch**

TRAITS:

Valor **0** Ammunition Spent  Fortune **0**  
 Damage

**TORCH & SHIELD**

BURLOCK  
Shortbeard

Mv	MS	S	R	A	N	D	C
4	3/2	4	2	2	2	2	1

EQUIPMENT:  
**2 x Pistols**  
**Hardcoat** (If Casualty, flip card. On a ♥, leave Warrior in the Wounded State.)

TRAITS:

Valor **0** Ammunition Spent  Fortune **0**  
 Damage

**DAMMINSON'S TREASURE HUNTERS**

When Groth Damminson heard that crews from the Buldahr and Ironthane clans were heading to Mag Zarn to find their fortune, he was outraged.

The Zarn clan was an old clan, and had always been a vassal to the Copperbrows. Surely, if anyone had a right to claim the treasures of the Zarn Vaults, it was him.

After all, three centuries ago, a Zarn Matriarch birthed a Dohtriz that would marry his late uncle.

Damminson didn't have to look hard to find warriors who would join his company. Within days he had a group of eager adventurers ready set off toward the old hold and find some treasure.

If the other clans wont listen to reason, then Damminson's lads will need to settle this the old fashioned Copperbrow way - with steel and shot!

The gold is calling, he can almost smell it.