
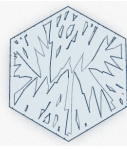



















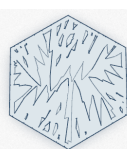






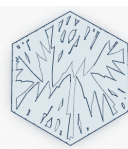
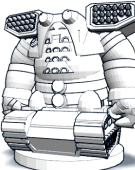


CLANGUARD				9
TYPE	DWARF/WARRIOR			
	OFF	DEF	TERRAIN	UNIT
	1	1		
	1	1		
	0	1		
STALWART DEFENSE				
When defending against an assault, and after initial rolls have been made, a Clanguard may choose to turn a single OFF die result to a 6				

TUNNELER POD				11
TYPE	DWARF/VEHICLE			
	OFF	DEF	TERRAIN	UNIT
	1	1 (5)		
	0	1 (4)		
	0	1		
TUNNELING				
Whenever a Tunneler Pod moves into or out of a Cave tile, you may choose to rotate the tile to different (but still legal) position				

CLAN PROSPECTOR				11
TYPE	DWARF/ENGINEER			
	OFF	DEF	TERRAIN	UNIT
	0	2		
	0	2		
	1	1		
WALK THE DEEP PATH				
A Clan Prospector may force an adjacent unit to re-roll their Hazard test when entering a Cave tile				

CLAN ARTIFICER				16
TYPE	DWARF/ENGINEER/MAGE			
	OFF	DEF	TERRAIN	UNIT
	1	2		
	0	2		
	2	2		
TECHNO-FORGE				
If a Clan Artificer is on the map when a Construct, Robot, or Vehicle would be captured, you may make a Magi-Tech OFF test and, on a 6+, the unit is saved				

DWARVEN TROOPER				12
TYPE	DWARF/SOLDIER			
	OFF	DEF	TERRAIN	UNIT
	2	2		
	2	2		
	0	1		
RUGGED				
A Dwarven Trooper may choose to re-roll a hazard test once per movement				

CLAN BATTLEMECH				14
TYPE	CONSTRUCT/ROBOT			
	OFF	DEF	TERRAIN	UNIT
	1	0 (6)		
	2	0 (6)		
	0	1		
MISSILE SALVO				
A Battlemech may make a Ballistic assault any number of tiles away, though must first roll a die to match the range and, on a 1, assaults itself instead				

# THE SONS OF DVALINN

*Ulfi stood at the edge of the outcrop, his binoculars whirring as he focused on the fields of jutting crystal spurs that spread out into hazy infinity.*

*"All ours then, prospector?" asked Bjorg, idly petting the assault shotgun slung from his shoulder.*

*Lowering the binoculars, Ulfi shook his head grimly. "Not yet, it appears we aren't alone."*

*Hastily snatching the binoculars from Ulfi's outstretched hand, Bjorg looked to the west. There, around the tallest crop of spurs, a cult of quannar Night Priests slithered in circles.*

*"Phah," Bjorg laughed, "ours soon enough. Those worms will wish they'd found another planet."*

*Ulfi sighed. "Gods, I need a beer."*



Descended from the first dwarves who left the Downward Fields for parts unknown, the Sons of Dvalinn are a loosely aligned series of clans that have, at least more so than their more traditional kin back home, embraced technological advancement and other wonders of the Multiverse. Using a unique brand of magi-tech, these dwarves have established themselves on the trans-universal market, and fund research into new magical and technological advancement by way of clan-run mining companies.

Though less xenophobic than their old world brethren, the Sons of Dvalinn are still distrustful of other species and cultures, and are not quick to work with outsiders beyond taking their credits in exchange for dwarven goods. True to their roots, the Sons revere fairly executed battle, and will defend their claims (or perceived claims) to their final breath.

As in those bygone days when Dvalinn and his company left their home, there exists to this day a great divide between the Sons of Dvalinn and the dwarf clans of Nidaveller. The dwarves of the old world deride their more nomadic brethren for

forsaking their home and traditions, and claim that, in doing so, they weakened the strength of their blood-granted magic. However, as the clans of Nidaveller rarely leave their own realm, let alone the Nine Worlds, they rarely have occasion to interact.

In the Sons' minds, their traditions are intact, and all of the unclaimed Multiverse lies there for the taking, and for the glory of the dwarven race.

## INCLUDED WITHIN THIS SET, YOU WILL FIND...

- Clanguard x3
- Clan Prospector x2
- Dwarven Trooper x2
- Tunneler Pod x2
- Clan Artificer x1
- Clan Battlemech x1
- Mining Platform base tile x1
- Cave tiles x3
- Crag tiles x7



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