This pack adds three new unit types to your Iron Dwarves armies:

- An Iron Dwarves Bagpipers unit, of the banner color of your choice;
- Two units of Blue Banner Iron Dwarves Spear Bearers;
- And two units of Blue Banner Iron Dwarves Axe Swingers.

The pack comes with enough banners to field all units for either camp (Pennant or Standard), the Specialist cards required to deploy your newly acquired troops using the BattleLore Call to Arms custom army deployment system, and two new, ready-to-play adventures.

A word about these units

Like all Iron Dwarves troops, the units introduced in this booklet share the same Iron Morale common to all Iron Dwarf foot units, as detailed in p. 37 of the BattleLore Player’s Guide. Iron Dwarf foot units are Bold. They may ignore one flag rolled against them in battle.

Bagpipers are unique in that their instrument and sole weapon - the bagpipe - is a ranged weapon that does not deal damage, only fear. This means that all hits (whether scored from rolling the target’s banner color or from rolling a bonus strike symbol, whether fired at Point Blank or from a distance) are treated exactly as if they were flags rolled instead.

In all other respects, their bagpipe is treated as a normal ranged weapon:
- Line of sight is required;
- The enemy must be within range;
- If adjacent to an enemy unit, the bagpipers cannot attack a unit further away instead;
- Lore or Command cards that apply to ranged weapons apply to the bagpipe in the same manner.

If a unit is immune to fear and capable of ignoring all flags rolled against it, as is the case for an Earth Elemental, the Bagpipers will then be powerless to affect it in any way.

When deployed in an adventure, bagpipers must use the banner color indicated on the map, unless specified otherwise in the adventure’s special rules.

These sturdy little fellows use their caber tossing skills to great effect, always battling back at +1d when they get the chance (which is often, since, being Iron Dwarves, they are Bold by nature).
In addition to scoring hits on their enemy target’s banner color, Axe Swingers score hits on Bonus Strikes rolled against their enemy. And, if at least one such bonus strike scores a hit in battle, one die (and only one, even if multiple bonus strikes scored a hit in that battle) is re-rolled one time to try and score an additional hit or flag.

If the re-roll is a Bonus Strike, it scores a hit even if the target was a mounted unit, because the re-roll is considered part of the same dice roll as the original roll (so a Bonus Strike was already ignored earlier in that roll).

If the re-roll is a flag, it is added to the flags rolled in the original dice roll, if any. If the re-roll is a different color than the target’s banner color, or a Lore symbol, nothing happens on the re-roll.

1a. These Axe Swingers roll 3 Bonus strikes against this Cavalry unit.

1b. One bonus strike is ignored because it’s a Mounted unit, the other two each cause a hit, and one is re-rolled. It’s a bonus strike again and kills the last figure.
In this battle, Du Guesclin's best friend should easily earn his nickname.

**BRIEFING**

**Setup Order**

Guienny 1373

In this battle, Du Guesclin's best friend should easily earn his nickname.
Where the Butcher’s free companies lay in wait, great sorrow is sure to follow...

**IRON DWARF AMBUSH**

**BRIEFING**

Brittany 1373

**Setup Order**

- x10 Dwarves
- 7x Dwarves

**Victory Conditions**

- 6x3+
- 7x3+

**John of Gaunt**
Duke of Lancaster

**Olivier de Clisson**
the Butcher

Victory Conditions:

- x3+
- x3+

WAR COUNCIL Level 6