



DURIN'S FOLK

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The Book of the ðwarves for ðux Arda
(fan mod for ðux Britanniarum)



Book of the Dwarves FOR Dux Arda

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Dux Arda is a not-for-sale fan-mod for gaming Middle Earth with the Dux Britanniarum rules from Too Fat Lardies. You must have Dux Britanniarum to pay this game, though feel free to use it as source material for your own games.

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DURIN’S FOLK – THE DWARVES CAMPAIGN BOOK

This is designed for use with a fan-mod called **Dux Arda** (aka Lard of the Rings) for using the [Dux Britanniarum](#) system from Too Fat Lardies to wargame the battles of Middle Earth. You must have Dux Britanniarum (and other referenced rules, such as Magic for Dux Britanniarum in [Christmas Special 2015](#)) to play this mod.

Durin’s Folk appear most prominently in the events of the last years of the Third Age. These Dwarves are stalwart warriors and dedicated protectors of their realms. Occupying the Iron Hills throughout the Third Age and periodically Erebor and Moria, they greedily delve deep into the earth for precious gems and metals. These riches are fiercely guarded, which often leads to conflict with other races of Middle Earth. Caring little for anything beyond their mountain homes, they do not take part in the wars of Middle Earth, unless they directly affect them. However, the location of their homes and their enmity for orcs leads to much conflict with the Orcs of Gundabad and the Orcs of the Misty Mountains.



If you want more history of the Dwarves, check here: <http://tolkiengateway.net/wiki/Dwarves>

ASSEMBLING YOUR FORCE

The Dwarf player takes the place of a Captain of Durin’s Folk leading a small force of warriors defending a dwarven realm. You must protect your halls as well as the frontiers around your mountain home from all threats.



The troop types of the Durin’s Folk are the same as troops presented for the Saxons in the main rules with one additional unit type, shown below.

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TROLL SLAYERS

The Troll Slayers, much as their name implies, are the greatest warriors in all of the dwarven realms. Extremely well-trained and equipped, they are the best heavy infantry in all of Middle Earth. They are specifically trained to fight large threats and are equipped with great weapons best suited for killing great beasts. To reflect this, they function as one level greater than Elites in melee combat against cavalry, Trolls, and Giant Spiders. Against all other enemies, they function as Elites. These dwarves will always fight to the death and will not Shock. They count as Elites when consulting the Force Morale change table.

FORCE RULES

Stout-Hearts: Dwarves rarely run from a fight and will always ignore the first Shock applied to them.

STARTING FORCES

The starting forces for Durin’s Folk are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have two Groups of Elites, and three Groups of Warriors. All of these Groups will be six figures strong. You will also have one Group of four Missile troops armed with bows.

REINFORCEMENTS

Reinforcements for Durin’s Folk are gained the same way as the Saxons in the main game. Reinforcements which arrive using the reinforcements table as below.

REINFORCEMENTS TABLE	
Order	Dwarves
1	Four Missile
2	Six Warriors
3	Six Warriors
4	Six Troll Slayers
5	Four Warrior Light Cavalry of Dale (or local Men)

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the Group indicated in row 1, the second time the Group shown in row 2, and so on up to row 5 after which no further reinforcements are

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available. However, at any time a player may choose to take the Group from the row numbered higher, but this will mean that he will never receive the Group he passes over.

DURIN’S FOLK CARDS

Durin’s Folk begin the game with one Hated Foes card and one Shieldwall Braced card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

Carpe Diem x 3

Goat x 1

A Strong Arm x 1

Aggressive Charge x 2

Hated Foes x 1 (Use the Bibamus Card)

Hated Foes: This card functions the same as the Bibamus card, but the effects will apply to both forces in the game if the dwarf player is playing against any orc faction. If they are playing against any other force, the card only affects the Durin’s Folk player.

CREATING YOUR DWARF CHARACTERS

Once you have assembled your force you will want to start finding out a bit more about your key characters. Your Lord is the most important character in the campaign so we will focus on him most of all, after which we will look at his two trusted Nobles as well.

NAMING YOUR DWARF

Choose names for your characters. Dwarvish names are based on Old Norse names, with a first name given by the family and their last name as a patronymic – Balin son of Fundin, for example.

Here are a few names: Nýi and Niði, Norðri and Suðri, Austri and Vestri, Alþjófr, Dvalinn, Bífurr, Báfurr, Bömburr, Nóri, Án and Ánarr, Ái, Mjöðvitnir, Veigr and Gandalfr, Vindalfr, Þráinn, Þekkr and Þorinn, Þrór, Littr and Vittr, Nár and Nýráðr, Reginn and Ráðsviðr. Fili, Kili, Fundinn, Náli, Hepti, Víli, Hanarr, Svíorr, Nár and Náinn, Nípingr, Dáinn, Billingr, Brúni, Bíldr and Búri, Frár, Hornbori, Frægr and Lóni, Aurvangr, Jari, Eikinskjaldi.



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CHOOSING A CLAN FOR YOUR DWARF

If you wish to, you can also add the Clan to which your Character belongs, and which could also determine your Campaign area and starting benefits based on how Tolkien characterized them in his histories. While there are seven Clans of the Dwarves, four of the Clans live far to the east beyond Rhun. In Western Middle Earth there may be some families of these clans which sent warriors to fight in the War of the Dwarves and Orcs ([TA 2793–2799](#)), which ended at the great [Battle of Azanulbizar](#) against Azog at the gates of Moria .

THE MAJOR DWARVISH CLANS

Clan Name	Famous Dwarves	Where they Usually Live?	Who do they Usually Fight?	What’s the Benefit?
Broadbeams	Dwalin the Wise	Ered Luin (Belegost in the Blue Mountains), Grey Mountains	Northmen raiders (use Dunlendings)	May start with the Wise Reputation
Firebeams	Barrin the Scarred	Ered Luin (Nogrod in the Blue Mountains), Grey Mountains	Northmen raiders (use Dunlendings)	May choose the Attribute Athlete
Longbeards (Durin’s Folk)	Durin the Deathless	Erebor, Misty Mountains, Iron Hills, Grey Mountains, Blue Mountains (Thorin’s Hall)	Orcs of Mount Gundabad, Orcs of the Misty Mountains, Easterlings	A Wealthy Clan, you start with an extra Beggar’s Bowl of Wealth.

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THE MINOR DWARVISH CLANS

Clan Name	Famous Dwarves	Where they Usually Live?	Who do they Usually Fight?	What’s the Benefit?
Ironfists		Choose a Major Clan to live with. They are descendants of an Eastern clan whose family came to fight the Orcs.	Depends on where they live	May choose roll Physique with a -3 modifier and start with a Superior Weapon giving +1d6 in combat.
Stiffbeards		Choose a Major Clan to live with. They are descendants of an Eastern clan whose family came to fight the Orcs.	Depends on where they live	May choose the Attribute Constitution of an Ox
Blacklocks		Choose a Major Clan to live with. They are descendants of an Eastern clan whose family came to fight the Orcs.	Depends on where they live	May choose to have a Man Mountain Physique .
Stonefoots		Choose a Major Clan to live with. They are descendants of an Eastern clan whose family came to fight the Orcs.	Depends on where they live	Known for their honesty, you may choose the Reputation of Just , OR the Attribute Honorable

Example: Nár Longbeard Son of Jari, from the Iron Hills.

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AGE

For each character roll 2D6 and cross reference the results to discover his age. You'll see that these Dwarves are in the prime of their fighting lives!

Dice	1, 2	3, 4	5, 6
1	40	65	110
2	44	72	120
3	50	80	132
4	55	89	145
5	60	100	160
6	65	110	175

PHYSIQUE

Now roll 2D6 on the following table to see what their physique is.

Roll	Effect
2	Miniscule
3, 4, 5	Short and Wiry
6, 7, 8	Of Average build
9, 10, 11	Tall and Strong
12	A Man Mountain

A Miniscule Noble will always roll 1D6 less in combat, whereas a Man Mountain will gain an additional 1D6. A Miniscule or Short and Wiry Noble will have advantages if attempting to squeeze through small apertures or gaps which an Average man or larger could not achieve. A Tall and Strong Noble or a Man Mountain should be given an advantage when attempting to force a barred door or when attempting a feat of strength.

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REPUTATION

A man’s reputation will go before him, whether it tells the tale he wishes or not. Roll a D6 to see if your Noble has already gained a name for himself. On a roll of 1 or 2 your Noble has a soubriquet already established. Roll a D6 and a D10 on the following table and cross-reference the result.

	1	2	3	4	5	6
1	Able	Bewitched	Just	Avenger	Dungbreath	Bold
2	Conqueror	Flatulent	Iron	Brave	Limp	Red
3	Hairy	Adventurous	Battler	Insane	Bad	Coward
4	Bearded	Holy	Damned	Fair	Devil	Bald
5	Unlucky	Drunkard	Ambitious	Bastard	Good	Confessor
6	Cruel	Cabbage	Executioner	Generous	Blessed	Mad
7	Peacemaker	Victorious	Magnificent	Monk	Purple-Born	Quiet
8	Madman	Wise	Powerful	Noble	Martyr	Simple
9	Impaler	Pious	Odd	Weak	Old	Righteous
10	Wicked	Magnanimous	One-eyed	Proud	Silent	Merry

Most of these results have little effect, however a **blue result will mean that you are generally popular**, whereas a **red result that you are considered a weak, pitiful or just plain horrible** individual who has few friends. This will be important during the campaign stage of the game.

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CHARACTER ATTRIBUTES

Your characters will each roll 2D6 on the following table to see what attributes they have. This can be physical skill or a particular outlook which could affect them in battle or in the campaign game. Any double will result in a second subsequent roll being made.

Roll	Effect
2	Dutiful. This character must follow the King career path. +1 on any loyalty roll.
3	Fleet of Foot. This nimble character can ignore the first -1 pip per dice for terrain effects when moving.
4	Thrifty. Desirous of personal wealth. Must always keep a Thief’s horde in hand.
5	Master of Arms. Adds an additional 1D6 to a close combat. If wounded, he may sacrifice this ability for the current game rather than lose one level of Status.
6	Greedy. Covets the wealth of others. -1 on any loyalty roll.
7	Devout. Will always follow the demands of his faith (Dwarves love and honor Aule).
8	Constitution of an Ox. He may re-roll one dice roll per game which would have resulted in a wound or his death during any game or may re-roll each time on the Death of Natural Causes roll in the campaign Annual Events.
9	Athlete. A great athlete who can perform prodigious feats of leaping and running. He may personally withdraw from the front row of combat at any point, including if he is due to roll for a hit on a Noble, thereby avoiding that but not fighting in the next round of combat. He may scale obstacles not normally climbable by man.
10	Honourable. May never commit regicide. +2 on any loyalty roll.
11	Iron Liver. A prodigious drinker, he may ignore one <i>Bibamus</i> card when it is played on a Group or Formation he is accompanying in each game.
12	Lust for Power. This character must follow the Warlord career path. -2 on any loyalty roll.

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BACKGROUND

Your character’s background can affect how he is viewed. For a Lord it will also affect how much wealth he begins the campaign with. The background of a character will depend on his nationality. Consult the appropriate table below depending on the location of your Kingdom.

Background

Roll 2D6 to see the background of your Dwarvish noble if he comes from a **Major Clan**.

DICE	MAJOR CLAN RESULT
2	Born to the Purple. Of a high-ranking family with good manners, education and taste. +2 on the wealth roll. -1 on any loyalty roll he makes.
3, 4	Son of a Warlord. A younger son of a Dwarvish Warlord.
5, 6, 7	Son of a Respected Craftsman. Of a family with of respected Craftsmen with some local reputation and power. +1 on the wealth roll.
8	Exile. A son of a high-ranking father in a Kingdom no longer in existence. -2 on the wealth roll.
9, 10	Son of a Warrior. A soldier through and through. The blood of ancient warriors flows in your veins.
11, 12	Son of a Worker. Of a family of miners or minor crafting with no influence other than his axe. -2 on the wealth roll. +1 on any loyalty roll he makes.

Background

Roll 2D6 to see the background of your Dwarvish noble if he comes from a **Minor Clan**.

DICE	MINOR CLAN RESULT
2, 3	Exile. A son of a high-ranking father in a Kingdom no longer in existence. -2 on the wealth roll.
4, 5	Son of a Warlord. A younger son of a Dwarvish Warlord from an Eastern Clan
6, 7	Son of a Respected Craftsman. Of a family with of respected Craftsmen with some local reputation and power. +1 on the wealth roll.
8, 9	Son of a Warrior. A soldier through and through. The blood of ancient warriors flows in your veins.
10, 11, 12	Son of a Worker. Of a family of miners or minor crafting with no influence other than his axe. -2 on the wealth roll. +1 on any loyalty roll he makes.

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WEALTH

This roll is only made for the Lord who is the overall commander of your force and will determine his financial situation at the start of the campaign. Roll a D6.

Roll	Result
2 or less	A beggars bowl
3, 4	A thief’s horde
5 or more	A Tribune’s tribute

YOUR KING

This roll is peculiar to the Dwarvish player as his character begins the game as a military Noble responsible to a King. We presume that the King is past his youthful fighting years or he would be leading his own forces, so we roll 2D6 on the following table to see just how old he is.

Dice	1, 2	3, 4	5, 6
1	162	180	200
2	180	200	223
3	200	223	247
4	223	247	275
5	247	275	306
6	275	306	340

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DWARVISH CAREER PATH		
Status	Situation and Options	Cost
Hefthyn Rikkin (Guard Leader)	Reside in a Hall or Hold on a King’s lands; you are the King’s military leader.	-
	You may retain a maximum of one Group of Elite Foot Soldiers. (see troop types)	-
Kazak Rikkin (Warleader)	You may gain promotion to Warleader by providing a suitable contribution to the High Council of the King, the appointed and elected representatives on the King’s council.	A Tribune’s Tribute
	Reside in a Hall or Villa on a King’s lands; you are the King’s military leader.	-
	You may retain a maximum of one Group of Elite Foot Soldiers.	-
	You may attract a Dushuk (or Healer) to your service	A Thief’s Horde
	You must construct watchtowers or guard posts on the borders of all of your provinces.	A Beggars Bowl each
	You may gain promotion to Fortress Leader by providing a suitable contribution to the High Council of the King.	A Tribune’s Tribute
Kaz'ad Rikkin (Fortress Leader)	Reside in the Palace or on the King's Lands	
	You may retain a maximum of two Groups of Elite Foot Soldiers.	
	You must refurbish one hill-fort or barracks for use by your forces.	A Tribune’s Tribute each
	A Bard will join your retinue for a mere token. He will sing your praises before any battle adding +1 to the effect roll for any speech you make.	A Beggars Bowl
	An Uru (Wise One) may join your retinue and add his magic skills to you cause.	A Tribune’s Tribute
	You may move food production inside the walls of your towns and cities, or Hall.	A Patrician’s Purse each
	You may gain promotion to Thuum by providing a suitable contribution to the High Council of the King.	A King’s Treasury

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	You may purchase the support of the High Council of the King for your replacing the King should he suffer a terrible accident. If you win your next battle the King will indeed suffer a terrible accident and you will be elevated to King (rolling on the regicide table to see how your reputation is affected). If you lose your next battle you will lose the support of the Council and the King lives.	A Prefect’s Riches
Dwarvish Thruum (Lord) CAREER PATH		
Status	Situation and Options	Cost
Thruum	Reside in a Palace within the King’s Hall; you are the King’s military leader.	-
	You may retain a maximum of four Groups of Elite Foot Soldiers. (see troop types)	
	You may strengthen the defenses of your Hall.	A Prefect’s Riches
	You may strengthen the walls of one provincial town.	A Tribune’s Tribute
	You may refurbish one hill-fort or barracks in each of your provinces.	A Tribune’s Tribute each
	You may construct a Dyke through two demesne provinces.	A Prince’s Chest
	You may recruit an armourer and construct workshops.	A Patrician’s Purse
	You may purchase the support of the High Council of the King for your replacing the King should he die of natural causes (Comes may not commit regicide and become Dux Arda).	A Tribune’s Tribute
	You may lead an expedition to retake a Hall lost to the Orcs, or to found a new Hall in a new territory and end your obligation to your King.	
	You may establish a spy in the enemy’s camp.	A Prefect’s Riches
	You may build a Smithy in the Main Hall or other location, which takes 12mos to complete, and attract the service of a Master Smith.	Patrician’s Purse.

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Dwarvish KING CAREER PATH		
Status	Situation and Options	Cost
King	Reside in a Palace as leader of your Kingdom.	-
	You may retain a maximum of three Groups of Elite Foot Soldiers. (see troop types)	-
	You must immediately build a Forge in your Main Hall or other location for the sake of your kingdom’s prestige. A Rune Smith will join your court in 12 months time upon its completion.	A Prefect’s Riches
	You may strengthen the city walls of your capital.	A Prefect’s Riches
	You may strengthen the walls of one provincial town.	A Tribune’s Tribute each
	You may refurbish one hill-fort or barracks in each of your provinces.	A Tribune’s Tribute each
	You may construct a Dyke through two demesne provinces.	A Prince’s Chest
	You may recruit an armoured and construct workshops.	A Patrician’s Purse
	You may purchase relics of a local saint whose blessings will see your Bishop elevated to Sainthood himself.	A Tribune’s Tribute
	You may send an envoy to a neighbour to strengthen ties.	A Patrician’s Purse
	You may establish a spy in the enemy’s camp.	A Prefect’s Riches

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AFTER THE GAME

THE RESULTS

The aftermath of a Raid or Battle is calculated normally using the Campaign Results Table below.

Campaign Results Table	
Successful Raid or Battle Won	2 points
Enemy Noble killed	1 point each
Enemy Lord killed	2 points
Each six men you lose killed	-1 point
Each six Elite troops a victorious Dwarvish Thruum loses	-1 point
Each six Levy a victorious Dwarvish King loses	-1 point
Each six men your opponent loses killed	+1
Any <i>Pursuit</i> points in either side’s favour	+1 to beneficiary

KINGDOM ENHANCEMENTS

SPIES (PAGE 65)

Spies as Infiltrators: On the Career Path you will see that there is an option to place a spy in the enemy camp. You can use Spies as normal, given that flawed Humans are ever willing to double deal with any Faction for profit. However, in Dux Arda this can also represent specialized Infiltrators seeking ways to defeat an enemy’s defenses. This can represent a Spy opening a postern gate to an attack, passing notes on enemy defenses to you, or discovering a hidden passage that bypasses enemy defenses. If you choose to do this your Spy can reduce the Siege time of one defense in province by 1d6 Months. Roll a D6 if this option is taken, with the spy being captured and killed (horribly!) on a roll of 1, 2 or 3.

Spies as Counter Spies: One additional option is to hold your Spy close to home as a Counter Spy. If you do this, once an enemy Spy has successfully lured away your Mercenaries or reduced a Siege by 1d6 months you can roll a d6 to see if you have stopped them before they succeed. Roll a d6, on a roll of a 1 or 2 you nullify the effect and also capture and kill the enemy spy.

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RETINUE (PAGE 66)

Through the course of your campaign you may find that people join your retinue, thereby providing you with some advantages and, in some cases, obligations.

Bards and Scops will assist you in the Pre-Game phase per normal Dux Britanniarum rules, whereas Magic Wielders can assist in the Pre-Game phase but may also have an impact on the field of battle.

Religious Figures do not exist for most factions. The Dwarves venerate **Aulë** the Smith (who created them), but have no formal, organized religion or religious figures, churches or temples.

Wise Men, Crones and Sorcerers may join your faction and assist in numerous magical ways, from Pre-Game and in Battle effects, to crafting magic weapons and items.

STRUCTURES

There are some unique structures used by a Dwarven faction, that are variants of the ones used in normal Dux Britanniarum and depend on whether the province is part of the Demesne or the Hall.

	Demesne	Hall
Watchtower	If you are fighting a Raid scenario in a province in which you have watchtowers your forces will arrive one turn earlier, or your enemy one turn later, than the scenario generator determines.	Considered to be a Guard Post within a Hall, Rise or Deep. If you are fighting a Raid scenario in a province in which you have Guard Posts your forces will arrive one turn earlier, or your enemy one turn later, than the scenario generator determines.
Hill Fort	If you are retreating in an area with a Hill Fort this counts as two Retreat cards as it provides immediate sanctuary to your forces.	Considered to be fortified Barracks within a Hall, Rise or Deep. If you are retreating in an area with a fortified Barracks this counts as two Retreat cards as it provides immediate sanctuary to your forces.
Dykes	If you are pursuing your enemy in an area with a Dyke this counts as one Pursuit card as you can anticipate your enemy’s line of retreat.	N/A

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ON MAGIC IN MIDDLE EARTH

We include Magic in Dux Arda, but only the “common” magic of the peoples of Middle Earth. For example, Wise Men, Runes Smiths, Croners, and Sorcerers (who channel the power of dark spirits aligned with Sauron) may have access to special knowledge and powers that can aid in Pre-Game or during a Battle; while Elves may be able to confuse a foe with illusions.

High Magic is only wielded by the mighty Wizards (Maiar like Gandalf, who are essentially minor Angels) and Sauron. Sorry, no flinging folks about with blasts of Magic. Instead we stick to the Magic in Dux Britanniarum rules in the Too Far Lardies Christmas Special 2015, modified for each Faction in Dux Arda.

DWARVISH MAGIC	
Status Level	Powers
Kazak Rikkin	For a Thief’s Hoard a Dushuk (or Healer) may join your retinue.
Kaz’ad Rikkin	For a Tribune’s Tribute, an Urû (or Wise One) may join your retinue. Will fight as a Warrior.
Thuum	You may build a Smithy for a Patrician’s Purse. This will take 12 months to complete, at which point a Master Smith will join your retinue. Will fight as an Elite.
King	A Rune Smith will join your retinue if you build a Forge for a Prefect’s Riches. Will fight as an Elite.

DUSHUK

These are low level healers who have some knowledge of plants with which to heal wounds. Some say their powers go beyond this life, but then there are many fools who believe anything. These will reside in the Lord’s halls, never venturing out into the field with an Army.

Ability: If a Noble or Lord is killed in battle the Crone may administer potions in the hope of fending off death. On a D6 roll of 5 or 6 the Crone will restore a dead Noble to life.

URÛ

These are recognized Wise Men who have considerable knowledge of things of this world and beyond. They may accompany a Lord into the field with his Army where their knowledge can be of practical use.

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Ability One: If a Noble or Lord is killed in battle the Wise Man may administer potions in the hope of fending off death. On a D6 roll of 4 to 6 the dead Noble will be restored to life.

Ability Two: Seek Aule’s favor - [Begnino Numinae](#). The Wise Man may call upon his deep reverence and knowledge of the Valar Aule for favor and guidance in the coming battle.

Ability Three: Create a Life Sustaining Potion which may be used once by one Noble or Lord. This involves lengthy alchemy and will cost a Thief’s Hoard to produce.

MASTER SMITH

These are highly skilled smiths who can work magic into the weapons and armor they produce. They have all the abilities of an Uru but also add a fourth ability.

Ability Four: Forge a Magical Blade which enhances the fighting skills of a Noble or Lord who wields it; or a Magical Armor which protects the Noble or Lord in battle. This involved intricate metalwork and will cost a Tribune’s Tribute to create.

RUNE SMITH

These are highly skilled Master Smiths who are steeped in the old magics of the Dwarves, and can work magic into the items they produce. They have all the abilities of a Master Smith but also add a fifth ability.

Ability Five: Create magic items of power. They may produce a Powerful Magic Blade, or a Magic Horn. This involved intricate metalwork and will cost a Tribune’s Tribute to create.

DWARVISH SPELLS & MAGICAL ITEMS

Spells or magical items of the Dwarves are handled as follows:

Life Sustaining Potion

When the Noble or Lord using this potion suffers his first wound of the game, reduce his Status as normal, but do not roll for Force Morale as his men are aware that he will not be hurt due to this protection.

Magical Armor

A Noble or Lord wearing this armor completely ignores the first wound he suffers during a game. Do not roll for Force Morale.

Magical Blade

A Lord or Noble wielding this blade will add 1D6 when fighting in combat.

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Powerful Magical Blade

A Lord or Noble wielding this blade will add 1D6 when fighting in combat. He may also reroll the first 1 rolled in each Phase of combat.

Magic Horn

Once per game a Lord or Noble wielding this magic battle horn may blow a rallying call which heartens those who can hear it. This provides an immediate Rally action to all Groups and Formations within 3d6+6 inches of that Lord or Noble figure. They may remove 1d6 of Shock. This also adds a +1 to the dice roll to any attempt to overcome a Spirit Wall.

Feel free to add your own items to this list. The Dwarves were great crafters, and common items could include weapons, armor, rings and jewelry, instruments and clever mechanical devices.

ANNUAL EVENTS

Your Dwarven Noble is subject to several Annual Events.

FEALTY (SAXON) TITHE

A Dwarvish Noble is subject to Fealty Tithe to his King. This is handled like Saxon Taxes in Dux Britanniarum (page 69). Typically a Noble that cannot pay their Tithe will lose Standing with the King and Society, and will be reduced by one level of Status on their Career Path. If they are reduced below Guard Leader they are disgraced and lose their Noble status, ending their Career. A desperate Dwarf will typically try to raid a local foe – Orcs or Easterlings – for enough Wealth to pay the Tithe.

PLAGUE & PESTILENCE

This is handled normally as in Dux Britanniarum (page 69).

DEATH BY NATURAL CAUSES

Roll 2D6 for each of your Nobles to see if they die of natural causes during the winter. This will depend on their age, as shown below.

Age	Dies of Natural Causes	Age	Dies of Natural Causes
40s to 60s	12	100-150	9 to 12
70s	12	151-200	8 to 12
80s	12	200s	7 to 12
90s	11 to 12	300s	6 to 12

THE BOOK OF DWARVEN KINGDOMS

The Book of Dwarven Kingdoms is designed to provide a very brief overview of each of the Dwarven Kingdoms (see descriptions starting on page 28). This will allow you to select one for your campaign and provide you with an historical starting point. By necessity, this is not a complete historical description of the kingdoms and their fates, space precludes that in a set of wargame rules. You can go online and find more resources on the history the Dwarves of Middle Earth.

As it effects your Dux Arda campaign, you should know that a Dwarven Kingdom is unique in that what the Dwarves value is more often underground than above, and it doesn’t have the same kind of infrastructure or farms and towns that a human province or kingdom would have. This effects how a Dwarven Kingdom is structured in term of Raids and Conquests, and Enhancements and Defenses.

HOW IS A DWARVEN KINGDOM STRUCTURED?

A Dwarven Kingdom is basically a city state. It doesn’t occupy a large area of land, and is usually centered around the main Hall. It is divided into the Demesne and the Hall.

The Demesne

The Demesne is made up of the exterior areas that the Dwarves feel responsible for helping protect. This usually consists of one or more walled towns, farms, and pasturelands and any approaches or natural features the Dwarves deem important (the exterior of their mountain, for instance.) A typical Dwarf Kingdom will have 1-3 Demesne Provinces under their jurisdiction.

The Hall

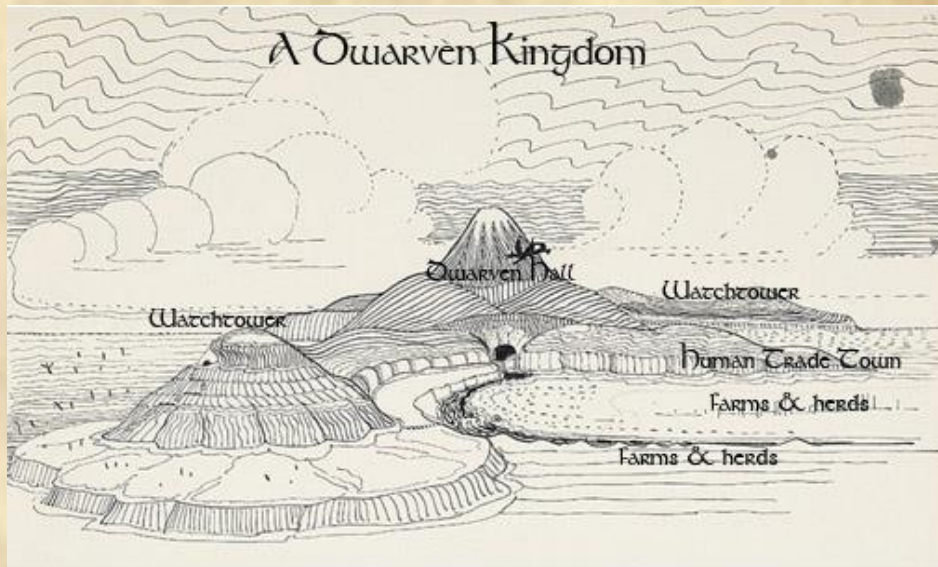
The Hall is the great Dwarven city carved out of the living rock of a mountain. This is what we think of when we consider the realm of the Dwarves – great halls with intricately carved pillars, forges, smithies and mines. The Hall is typically divided into horizontal levels which can stretch for miles under the earth. Moria, the greatest of the Dwarven Kingdoms in Middle Earth, ran across the width of the Misty Mountain, some 40 miles from the Western Gate with the Watchers Pool, to the Dawn Gate and Dimiril Dale.

Each layer is a Province. A Hall will have a Great Hall province, and one or more Rises or Deeps, each of which is also a Province.

- Great Hall: The main level of the Hall with the primary gate into the mountain, throne room, treasury, crafting areas, meeting halls and living areas, and mines.

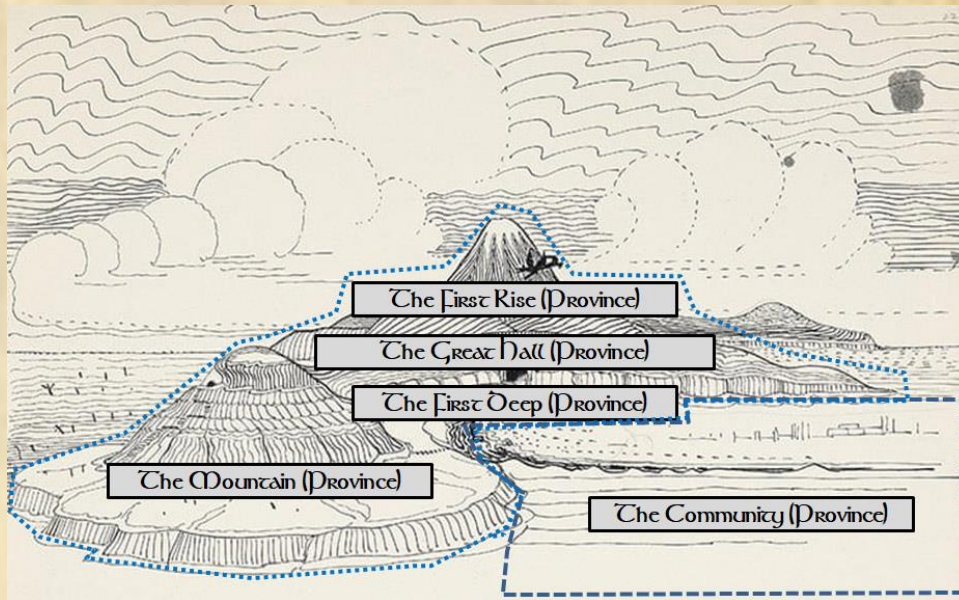
DUX ARDA – DURIN'S FOLK (THE DWARVES)

- Rises: Those levels that ascend vertically up towards the mountain top from the Great Hall, following the seams of ore sought by the Dwarves. They can include living areas and crafting areas, and mines.
- Deeps: Those levels that descend vertically downwards towards the roots of the mountain from the Great Hall, following the seams of ore sought by the Dwarves. They can include living areas and crafting areas, and mines.
- Underdeeps: Those unrefined exploratory mining areas delving deep into the earth well below the mountain, where sometimes amazing wealth – or danger – can be found. It was in one such Underdeep that the miners in Moria discovered the prison chamber of the Balrog. Sometimes it does not pay to delve too deep into the hidden places of the world.

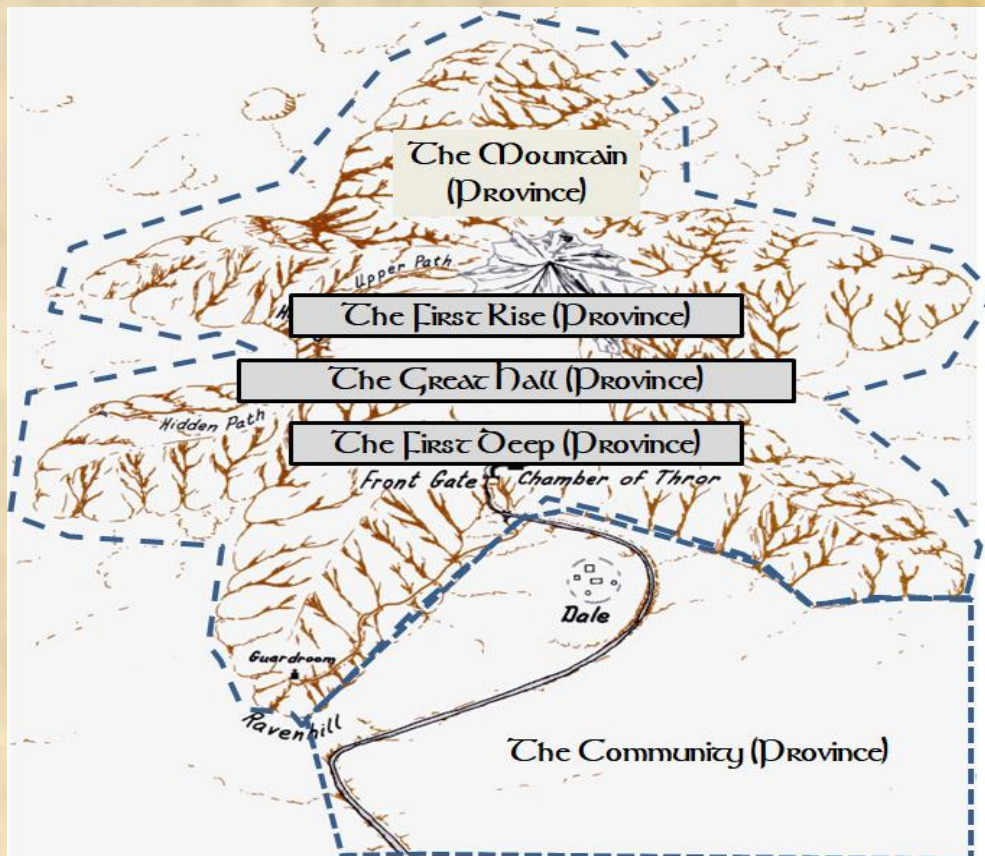


Example: Dwarven Kingdom (Erebor)

DUX ARDA – DURIN'S FOLK (THE DWARVES)



Example: Dwarven Kingdom with Provinces (Erebor – side view)



Example: Dwarven Kingdom with Provinces (Erebor – top view)

DUX ARDA – DURIN’S FOLK (THE DWARVES)

WAR AGAINST A DWARVEN KINGDOM

Most surface dwellers may raid or attack the Demesne of a Dwarven Kingdom, and be raided in retaliation, but Dwarves are typically defensive fighters. Other than expeditions to retake a Hall lost to Orcs or Drakes, Dwarves have little use for standard territorial conquests. And many a Faction have attacked Dwarves and conquered their surface Demesne, only to balk at the massive defenses of the Main Gate and the perils of trying to beard a Dwarf in his own Hall.

Orcs are a different story given their deep animosity towards the Dwarves. Many Orcish tribes are as used to underground life as their hated foes, and have a strong desire to conquer Dwarven Halls.

So the way Raids and Battles are conducted is effected by the Faction the Dwarves are at war with.

CONTESTING A DWARVEN PROVINCE

Per normal Dux Britanniarum rules (page 61), if your enemy is unable, or unwilling, to put an army in the field then you may contest a province. However, walled cities and a Great Hall will not fall overnight. To conquer a province depends on the attacker laying siege to these and, hopefully overcoming them swiftly through guile, military skill or downright underhand tricks. Gaming sieges is never simple, so the Dux Arda campaign treats them in an abstract fashion. [Conquering a province](#) depends on the attacker overcoming each of a province’s defenses in turn before the defender can field an army capable of raising the siege.

The time it takes to overcome provincial defenses is as follows:

Demesne Defenses	Hall Defenses	Time needed to Conquer
Hill Fort	Hill Fort (Barracks)	1D4 months
Town Walls	-	1D6 months
Strengthened Town Walls	-	1D6+2
Town walls with farming	-	2D6 months
City Walls	-	2D6 months
Strengthened City Walls	-	2D6+4 months
-	Dwarven Rise or Deep	2D6+4 months
City Walls with farming	-	2D6 +6 months
-	Great Gates (Main Hall)	3D6 + 6 months

DUX ARDA – DURIN’S FOLK (THE DWARVES)

CONQUERING A DWARVEN HALL

The process of conquering a Dwarven Hall is like sieging a massive fortress, but how it’s conducted can depend on the Faction of the attacker.

“Surface” Factions: “Surface” Factions would usually take the Demesne Provinces above ground, and then invest the Hall itself. Once the Great Gate at the Main Hall is taken they would be inside the mountain and would proceed to capture each of the Deeps and Rises to fully conquer the Dwarven Kingdom. These include:

- Human Factions (both Free Peoples and Men of Sauron)
- Elvish Factions
- Isengard
- Dol Guldur/Denizens of Mirkwood
- Monstrous Factions (Drakes and others)

“Mountain” Factions: There are a few Orcish factions that are as at home in the mountains and caverns of Middle Earth as the Dwarves. These factions are skilled in scouting out hidden ways through the earth into an Orcish Cavern or Dwarven Hall, and may be able to bypass a frontal assault on a Dwarven Hall and attack directly into their mountain home. These include:

- Orcs of the Misty Mountains may directly Siege the Dwarven Hall
- Orcs of Gundabad must take one Demesne province and then directly Siege the Dwarven Hall
- Remnants of Angmar must take one Demesne province and then directly Siege the Dwarven Hall

THE BOOK OF BATTLES

In Dux Arda, there are a few unique elements of fighting in Mountains and Underground in an Orcish Cavern or Dwarvish Hall.

RANDOMLY GENERATED TERRAIN

For many battles you can generate terrain like normal (see page 69 of Dux Britanniarum). However, if fighting in a Mountainous Province or in an Underground Province add the following terrain types.

MOUNTAINOUS PROVINCE

To randomly generate our tabletop terrain both players roll a D6. If one player rolls

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higher than the other he will then place three large pieces of terrain, such as hills, rugged rocky areas and woods or similar, of approximately 24” by 12” in size on the table. Again you may find some variation depending on your collection of terrain, but common sense should prevail. If you have two hills 12” square then place these adjacent to each other to make a single larger rolling hill.

If the players roll a draw then a river or ravine will be placed on the table running from one side to the opposite side. If the players cannot agree where this will be placed then toss a coin, the winning player then chooses an entry point on one table edge, the losing player selecting an exit point on the opposite table edge. The players will then roll again with the winner placing three large terrain pieces as above. If this roll is again a draw the number of large terrain pieces to be placed will increase to four and the players roll again. For each subsequent draw rolled one additional large terrain piece will be added until you do get a winner. That player will then place all of the large terrain pieces on the table.

The losing player will now place six small terrain pieces approximately 6” square. If there is a river or ravine then one of these **must** be a ford or a bridge. Typically these will be ruins, rocks, broken ground or similar.

The winning player may now move any two terrain pieces up to 6” in any direction after which the losing player does the same. He may not, however, move any of the pieces already moved by the winning player.

To randomly generate our tabletop terrain both players roll a D6. If one player rolls higher than the other he will then place three large pieces of terrain, such as hills, woods, swamps or similar, of approximately 24” by 12” in size on the table. Again you may find some variation depending on your collection of terrain, but common sense should prevail. If you have two hills 12” square then place these adjacent to each other to make a single larger rolling hill.

UNDERGROUND PROVINCE

When you set up your Underground Province, you will be placing obstructions and blocks of terrain that create large chambers and corridors in which your figures will fight. These could be solid terrain chunks, or sculpted terrain showing rooms and chambers, caverns and so on.

Terrain features like Watchtowers and Hillforts should be represented by similar underground terrain. A Watchtower could be represented by a small strongpoint and a Hillfort could be a larger strongpoint. They are considered obstacles for movement and provide heavy cover.

To randomly generate our tabletop terrain both players roll a D6. If one player rolls

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higher than the other he will then place three large blocks of terrain, such as a solid section of finished or cavernous stone, a finished piece of terrain like a sculpted chamber, rugged rocky areas or similar, of approximately 24” by 12” in size on the table.

Again you may find some variation depending on your collection of terrain, but common sense should prevail. If you have two terrain blocks 12” square then place these adjacent to each other to make a single larger terrain area.

If the players roll a draw then a river or ravine will be placed on the table running from one side to the opposite side. If the players cannot agree where this will be placed then toss a coin, the winning player then chooses an entry point on one table edge, the losing player selecting an exit point on the opposite table edge. The players will then roll again with the winner placing three large terrain pieces as above. If this roll is again a draw the number of large terrain pieces to be placed will increase to four and the players roll again. For each subsequent draw rolled one additional large terrain piece will be added until you do get a winner. That player will then place all of the large terrain pieces on the table.

The losing player will now place six small terrain pieces approximately 6” square. If there is a river or ravine then one of these **must** be a bridge. Typically these will be ruins, rocks, broken ground, a large pool of water, columns, or similar.

The winning player may now move any two terrain pieces up to 6” in any direction after which the losing player does the same. He may not, however, move any of the pieces already moved by the winning player.

FIGHTING RAIDS

Now we have our terrain in place we can see what the raid’s objective is. This will depend on the Faction – for instance, Orcish Faction will probably not have Trading Posts or Cattle to raid. These could also occur in Underground Provinces, just modify the scenario with the appropriate Underground terrain.

Roll a D6. On a 1 the raid is against a [Trading Post](#), on a 2 against a [farm](#). On 3 the target is a [village](#), on a 4 it is a [border tower](#). On a 5 a [wagon train](#) is the target, and on a 6 the Attackers are [raiding for cattle](#).

- Raiding a Trading Post (use the Church scenario from Dux Britanniarum, page 70)
- Raiding a Farm or Village
- Raiding a Border Tower
- Raiding a Wagon Train
- A Cattle Raid (if Underground or against Orcs, replace with Trading Post and consider it to be a storehouse or supply cache)

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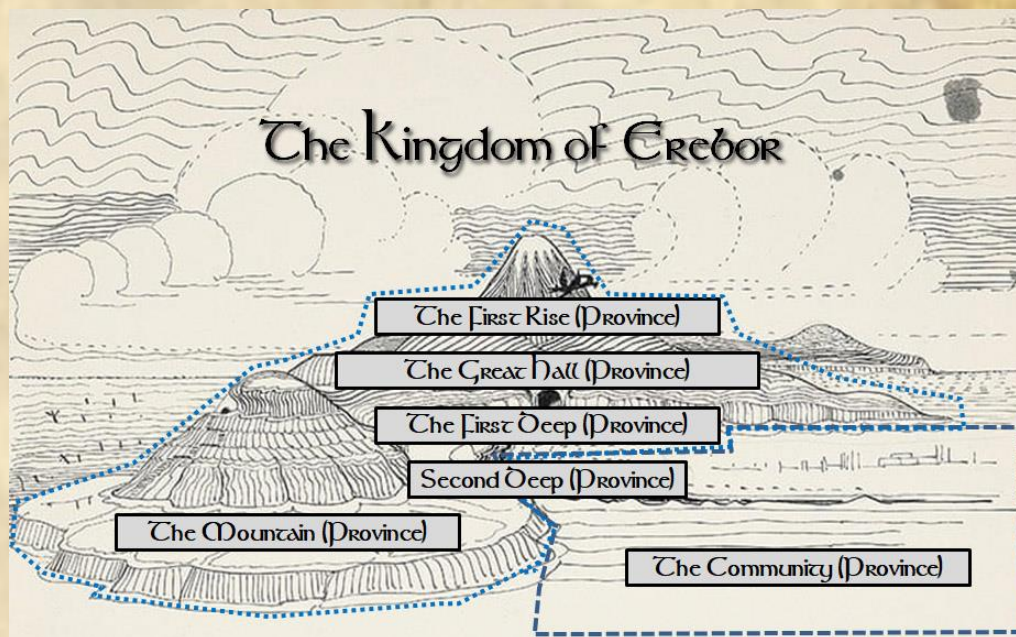
The closing days of the Third Age and the War of the Ring the Dwarves in Western Middle Earth were reduced to living primarily in five main Halls, with some small population living in mining camps along the southwestern flanks of the Misty Mountains, in human settlements or on the road as itinerant tinkers and peddlers. The two Dwarven Halls involved in the events of the Hobbit and the Lord of the Rings are Erebor and the Iron Hills.



DUX ARDA – DURIN'S FOLK (THE DWARVES)

EREBOR

Durin's Folk discovered mineral wealth of the Lonely Mountain (Erebor) and the colony became the ancestral home of the [King under the Mountain](#). By [TA 1999](#), it had become a Dwarven stronghold, where the Dwarves became a numerous and prosperous people. In this time, they became very rich and amassed a large amount of [gold](#) and [treasure](#) which included the jewel known as the [Arkenstone](#). Thrain I used the Arkenstone as a symbol of his rule, and his sons and grandsons under him who were to follow. Over many centuries Erebor waxed and waned, and was even abandoned for along period of time as the great wealth of the Grey Mountains lured the Dwarves northwards. Driven back by the Drakes and Dragons of the North, Erebor was once again reoccupied by the Dwarves only to fall to the great dragon Smaug. Upon Smaug's death and in the aftermath of the Battle of Five Armies, Erebor became the greatest of the remaining Dwarven Halls. Many Dwarves have migrated to Erebor from the Halls of Belegost and Nogrod in the Blue Mountans to the West, and from the Iron Hills in the East.



STARTING FORCES

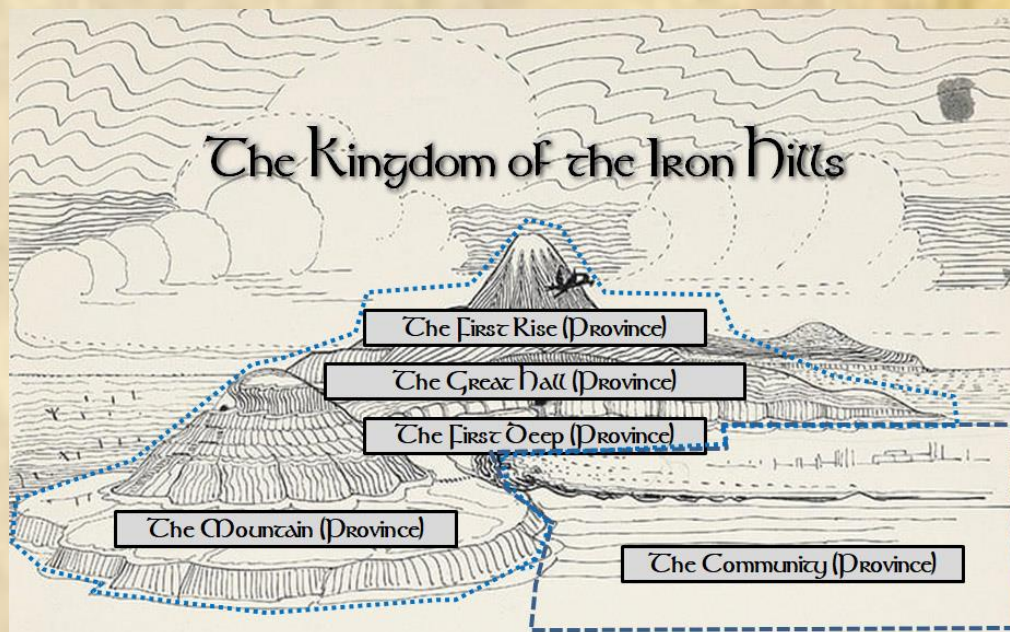
The starting forces for Durin's Folk are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have two Groups of Elites, and three Groups of Warriors. All of these Groups will be six figures strong. You will also have one Group of four Missile troops armed with bows.

DUX ARDA – DURIN'S FOLK (THE DWARVES)

IRON HILLS

The Iron Hills are the second greatest of the Dwarven Halls. The Dwarves who first settled in the Iron Hills during the First Age were of the clan of the [Longbeards](#), most commonly known as Durin's Folk, and consequently were of the most noble kind of Dwarves. The Hills were mined uninterruptedly for thousands of years by them, because of the hills' rich amount of iron. The [Old Dwarf Road](#) that crossed [Mirkwood](#) was, in fact, built by the Longbeards to connect their mansions in the [Misty mountains](#) (namely, [Khazad-dûm](#) and [Gundabad](#)) with the Iron Hills. Around the year 2500 of the Third Age, [Grór](#) son of [Dáin I](#) founded the Iron Hills as an independent kingdom after the Dwarves were exiled from the [Grey Mountains](#) to the west because of attacks by [Cold-drakes](#) seeking the vast wealth of the mountains, which had resulted in the death of the king Dáin I. In [TA 2941](#), the Dwarf lord [Dáin II Ironfoot](#) of the Iron Hills led an army of five hundred warriors to the defense of [Thorin Oakenshield](#) which then joined in the [Battle of the Five Armies](#) and fought valiantly there. After Thorin's death after the battle, the vacant throne of the Lonely Mountain passed to Thorin's cousin and friend Dain who then became its King and the Iron Hills passed out of records afterwards but they may not have been deserted, and it was possible that Dain and his [son](#) retained dominion over them



STARTING FORCES

The starting forces for The Iron Hill are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion. Led by these Nobles, you will have two Groups of Elites, and three Groups of Warriors. All of these Groups will be six figures strong. You will also have one Group of four Missile troops armed with bows.

Durin's Folk - Quarvves



HERO OF THE AGE

Leader or Champion doubles dice rolled in combat. Chances of hit on him are doubled.

Durin's Folk - Quarvves



AGGRESSIVE CHARGE

A violent charge adding +1 to the "to Hit" roll.

PURSUIT

Durin's Folk - Quarvves



GOAD

Warriors or Elites troops may face off an enemy within 5" without making contact.

Durin's Folk - Quarvves



AGGRESSIVE CHARGE

A violent charge adding +1 to the "to Hit" roll.

PURSUIT

HATED FOE

The Troops owner may use this to add an additional d6 to combat. If two Hated Foes cards are played it will add 3d6 in combat.

One Hated Foes card may be played against an opponent to oblige one Group to charge 2d6 inches towards the nearest enemy, OR it will cause -1 on "to Hit" rolls in combat.

Two Hated Foes cards will cause one Enemy/Group or Formation to stand stupefied and not move this turn.

Durin's Folk - Quarvves



CARPE DIEM

Allows the playing of multiple cards.

Stops enemy evading.

Allows attacks from flank or rear

PURSUIT/RETREAT

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Durin's Folk - Quarvves



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Durin's Folk - Quarves



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PURSUIT/RETREAT

Durin's Folk - Quarves



AUDACIA

A Leader may increase his status by 2 levels this turn

Durin's Folk - Quarves



Durin's Folk - Quarves



Durin's Folk - Quarves



DWARF LORD

Durin's Folk - Quarves



DWARF LEADER ONE

Durin's Folk - Quarves



DWARF LEADER TWO

Durin's Folk - Quarves



DWARF LEADER THREE

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Fate



Fate



Fate



Fate



Durin's Folk - Quarves



DWARF LEADER
FOUR

Durin's Folk - Quarves



DWARF UNIT
ONE

Durin's Folk - Quarves



DWARF UNIT
TWO

Durin's Folk - Quarves



DWARF MISSILES

A

B

C

THE
BLANK
CARD

Ծյւք Արժա



Ծյւք Արժա



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