

Realms

Avalon Mini-Game #9



Dwarfs Vs. Warlocks

Jauram gripped his battle axe a bit tighter as the warlock's undead shambled their way up the hill. He and his battle brothers had been crushing the dark mage's dead servants all day, and still they came on, endless numbers of the walking dead. Reinforcements were bound to arrive soon if they could just hold out a bit longer. If he and the other dwarves could just hold...

Realms is yet another great Mini-Game from Avalon Games. Take the side of the stubborn Dwarf nations or the foul undead hordes of the Warlock Lord, as the two battle for control of the world. A fast paced fantasy game of warfare, spells, magical items and mighty beasts, all will be under your control as you battle your foe. Can you out last, out fight and out maneuver your enemy, or will you fall to their sharp edged swords.

Note this is not a complete game. A copy of the master rules, available with Mini-Game #5, Realms: Elves vs. Orcs, is required to play.

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Avalon Games



Dwarfs

Unit	Native Terrain	Terrain Match	Battle Bonuses
Dwarf	Any	-	+1 to hit Undead
Dwarven Hammer Hills		Any if you hold Three Hill Cards	+1 to hit if in Hills
Dwarven Axes	Forest	Any if you hold Three Forest Cards	+1 to hit if in Forest
Dwarven Crossbows	Plains	Any if you hold Three Plain Cards	+1 to hit if in Plains
Rune Smith	Hills, Plain and Mountains	Any if you hold Three cards in total	+1 to hits it can take while in Hills
Thane	Hills, Mountains	Any if you hold Four cards in total	+1 to hits it can take while in Mountains
Giant	Mountains	Any if you hold Five cards in total	+1 to hit if in Mountains
Cave Bear	Mountains	Any if you hold Three cards in total	+1 to hit if in Mountains
Cannon	-	Any if you hold Two cards in total	-
Bolt Thrower	-	Any if you hold Three cards in total	-
Bomb	-	-	-

Dwarven Spells

Might: Each time this spell is cast, a Dwarven unit gains +3 to its next to hit roll and does +1 damage if a hit is scored.

