

# Brokk's Castle Busters

## Background

I find it interesting that the various battle reports that appear in White Dwarf featuring the Dwarf army almost always end in the defeat of the stout folk. I think the only army that the Dwarfs can (barely) beat is an Imperial army. For a Dwarf general like myself, this is a damned (or bloody, if you're British) crime.

I suspect that part of the problem is the Dwarf army is always fighting in open country against (generally) a numerically superior army with fleet cavalry, powerful wizards and monstrous mounts for opposing generals and heroes. I certainly don't support adding such to a Dwarf army since it doesn't really fit with their nature. So, I once again dove into the 3rd edition of Warhammer Fantasy Battle to find an element I believe to be missing from the Dwarfs. These rules I have modified for the 6th edition of Warhammer Battle.



## Dwarf Sappers

Dwarfs are a race who, arguably, have been on the defensive for millennia. They know the full value of defensive warfare and fortified positions. Dwarf, and to a lesser extent Imperial, armies use small specialised units to build some fortified positions in the field to protect vulnerable troops and war machines. These same specialists are also used to undermine enemy fortifications such as strongholds and castle walls.

The regiment of renown below gives the profile and points of a Dwarf Sapper unit.

## Human Sappers

Human armies of the Old World are not without their own sappers, especially given that their demanding price is considerably less than Dwarfs. As a rule, Human Sappers can only be used to demolish fortifications, not build defences.

Human Sappers have the same profile as a Human Spearman and cost +3 points per model more than a Spearman.

## Use in 6th edition Warhammer Battle

The following special rules are based (ported) from the 3rd edition WFB, page 99, with slight modifications:

Sappers are part of the Engineers' Guild who are specifically trained to construct defences, build bridges, demolish enemy fortifications, and similar duties.

1. *Units of Sappers divide into small operation teams of two models. If one is killed the team is useless, although spare models may group together to make full operation teams if they can.*
2. *A Sapper team may move up to 1" during its movement and still able to construct as described below. If the team moves than 1" it may not construct that turn.*
3. *One or two Sapper teams may be attached to a larger Dwarf unit, usually missile or artillery troops. Sapper teams may be combined into a unit unto themselves and fight like other Dwarf units.*

**Build fortifications/gun emplacements:** Fortifications are built at a rate of 1" per team member per turn. Two or more teams may work on the same fortifications to increase the rate of construction. Such fortifications count as hard cover and defended obstacle. If the player employing Sappers wants to start the game with a fortification already built, then the cost is a +10 points for every 1" of hard cover.

**Build bridge:** Bridges may be built to span rivers, ravines, or ditches. A bridge constructed this way is 1 ½" wide. The rate of construction is 1" per team member per turn. Two teams may work on the same bridge if one is on either side of the feature to be bridged. If the player employing Sappers wants to start the game with a bridge already built, then the cost is a +10 points for every 1" constructed.

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**Demolish:** Sappers may attack the foundations of walls, buildings, or existing constructions. They attack from beneath the surface and are assumed to start the battle unseen in the same manner as Dwarf Miners. In fact, Sappers are assumed to have just arrived at the foundation of the target fortification at the beginning of the battle. This represents the early deployment of the Sappers to accomplish their mission. During the second turn, the Sappers are setting their charges in place while establishing a firewall to protect themselves. The earliest turn the

gunpowder can be ignited is the third turn of battle.

In attacking the fortified defences, a minimum of three Sapper teams must be deployed to set and ignite the barrel of gunpowder used for demolition. The strength of the blast equals the damage created by a cannonball in siege warfare, namely d6 wounds at strength 10. Should Sappers need to set off another blast, they must spend one turn preparing for it. Thus, gunpowder charges can be set off every other turn until either successful or the Sapper team is blown to smithereens.

When lighting the fuse to the gunpowder, the player employing Sappers must roll a D6. If the roll is a 1, then roll again on the following table:

#### Result Effect of Misfire

<b>Less than 2</b>	<b>Spectacular Destruction!!!</b>	The Sappers grossly overestimated the charges needed to demolish the fortifications. Modify the damage by +3. Not only does the fortifications take additional damage, the Sappers have blown themselves up and collapsed the entire length of the tunnel from the castle to a distance of 8 inches (assume the tunnel extends in a straight line from the Dwarfs' zone of deployment. Any other model in that length of tunnel (perhaps Miners?) suffers one strength 6 hit. Any model on top of the collapsed tunnel fall and receives one strength 4 hit.
<b>2-3</b>	<b>Just a bit too much.</b>	The Sappers overestimated the charges needed to demolish the fortifications. Modify the damage by +1. Not only does the fortifications take additional damage, each Sapper suffers one strength 6 hit from the collapsing roof.
<b>4-5</b>	<b>Malfunction...</b>	Moisture somehow seeped into that particular barrel of gunpowder. It won't ignite and needs to be replaced. The Sappers must spend another turn removing the defective powder and replacing it with a fresh barrel. The fuse can be lit in the turn that follows that one
<b>Greater than 6</b>	<b>Pffutt!!!!</b>	The fuse fizzles out. The Sappers can try again next turn.

Should an Dwarf Engineer or Human Master Engineer accompany the Sappers, then add +1 to the D6 roll to determine the effects of the misfire.

Even if successful in setting off their explosives, there is a chance that the tunnel built by Human Sappers will collapse. The player with these troop must roll another D6. On a result of 1, the roof collapses in the aftermath of the explosion, causing each Sapper one strength 5 hit.

As they are highly specialised troops, Sappers can be used on the side of the besiegers in siege warfare. They can also be used in certain other Warhammer scenarios (6th edition Warhammer, pages 199-213) where it can be assumed that the Sappers are able to either collect materials for building fortifications and/or bridges prior to the battle or have time to build such. Possible scenarios include Breakthrough, Flank Attack, Ambush, and Rear Guard. Pitched Battle and Last Stand are additional possibilities if the background story to the battle allows one side (in Pitched Battle) or the defenders (in Last Stand) time to prepare their position.

## Brokk's Castle Busters

One of the few known regiments of Sappers, Brokk's Castle Busters is well-known for their ability to demolish castle walls and other strongly fortified positions. Brokk Marekson is an Engineer from Karak Norn who leads others of his craftguild in providing these specific services. Normally they find themselves attached to Dwarf armies, particularly those of their Dwarfhold. They also find employment with various Imperial armies, though - like other Imperial Dwarf units - they normally will not serve an Imperial army fighting another or one mustered against a Dwarf army. In some cases, Brokk's self-styled Castle Busters unit finds employment in Tilea and the Border Princes, working for one faction or another.

## HEROES

### Brokk Marekson

131 points

	M	WS	BS	S	T	W	I	A	Ld
Brokk Marekson	3	5*	4	4	4	2	2	2	9

**Weapons and Armour:** Great weapon with Runes of Might (double S against enemies with T 5+) and Striking (+1 WS\*), brace of pistols, amulet with Rune of the Furnace (immunity to fire and fire attacks, including magical fire), & gromril armour

**Special Rules:** Ancestral Grudge; Relentless; Artillery Master; Extra Crewman; Underground Advance

## CORE UNITS

### BROKK'S CASTLE BUSTERS

15 points/model

	M	WS	BS	S	T	W	I	A	Ld
Sappers	3	4	3	3	4	1	2	1	9
Master Sapper	3	4	3	3	4	1	2	2	9

**Unit Size:** 6+ (3+ 2-man teams)

**Weapons and Armour:** Great weapon (pick), hand weapon & heavy armour

#### Options:

Promote one Sapper to a Master Sapper for +12 pts.

Upgrade one Sapper to a Musician for +6 pts.

Upgrade one Sapper to a Standard Bearer for +12 pts.

**Note:** Musicians and Standard Bearers can only be included if the Sapper teams are combined into a unit for battle..

**Special Rules:** Ancestral Grudge; Relentless; Underground Advance

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