



Dwarves of Kragmarr

Introduction

This week we're going to take a closer look at the Dwarves of Kragmarr. Kragmarr is a very powerful faction that can stand up to, and dish out, a lot of punishment!

Pros

This is one of the best factions for defensive players in the game. The leaders have high elite counts which allow for high powered troops, and the Runeweapons are so cool they make your opponent die from overexposure to awesomeness.

Cons

Dwarves are generally slow, and many of their best formations require them to stay close together, which makes them easy pickings for heavily-ranged or magic-based opponents. Outside of some notable elite units, the Kragmarr have weak ranged support, which emphasizes their first weakness, requiring you to close distance into melee combat to realize their true brutality.



Overview

The dwarves of Kragmarr are very much the yin to the yang of the core rulebook's dwarves of Aizen Krahl. They offer two very separate mindsets when looking at the dwarf race as a whole. When you imagine a dwarf as a raging berserker cleaving through his enemies with reckless abandon, you are thinking of Special Abilities like Frenzy, Rage, and Savage. In this sense, you should really look into playing the Taltos dwarf faction found in the Warlord Second Edition rulebook. However, if you imagine a dwarf as a stalwart defender adorned with ancient weapons and armor, buckling down to hold a vital choke point against a tide of enemy attackers, then you are thinking about abilities like Lock Shields, Spiked, and Runeweapon, and you should look into playing the Kragmarr dwarves.

The Kragmarr are a faction that is uniquely not bound to a faction doctrine. This creates a situation where you have the freedom to build your army based on which models naturally work best together, rather than which models fit the theme outlined in a specific faction doctrine, as is so often the case. The majority of the Kragmarr faction's power and effectiveness comes from the models and troop compositions themselves, and either faction doctrine will likely work well with any solid build. It is worth mentioning, however, that the *Veteran Tactics* Faction Doctrine can be especially effective in many tournament play scenarios. It forces your opponent to set his troops on the board and allows you to withhold your placement. This can give you some better tactical choices regarding which of your troops match up best against your opponent's setup.

Some of the most notable things about the Kragmarr faction is the way their troops build out. Do you always have trouble deciding whether to put the supporting spellcaster, the deadly assassin, or the amped up melee juggernaut in that single elite slot your Sergeant has? If you play a Kragmarr army, you can include them all, and the Kragmarr faction has some of the best elites in the game! Each of their leaders can hold more elite models than most other equivalent leaders in any other faction, giving the Kragmarr faction the unique opportunity to play with a variety of elite models in each Troop.

Aside from great elites, the Kragmarr dwarves specialize in being the anvil that breaks the tide of enemy attackers. The Kragmarr faction's defensive capabilities are the envy of armies across the frozen north. The Kragmarr Guard, with Lock Shields, Vengeful, Pike, Deflect, and high DV, puts even the legendary Overlord's Onyx Phalanx to shame, and for 5 fewer points. The Pummeler, with his wicked combo of Vengeful and Spiked, makes even the most bloodthirsty of opponents think twice about attacking the Kragmarr faction's defensive wall.

Last, but certainly not least, the Kragmarr dwarves have honed their arcane blacksmithing for centuries, jealously guarding their greatest secret: The Runeweapon. Only the most seasoned soldiers sport this new Special Ability, but it is well worth the investment. When making an attack, if the roll exceeds the target's MD, 1 extra point of damage is dealt, giving a single swing the ability to deal up to 2 points of damage! At first glance, this may seem like only a modified version of Cleave, but when you see this SA unleashed on the battlefield, you will likely reconsider its devastating impact.



Suggested Army List

Kragmarr - 998 points

Troop 1

King Hargrim Axehelm

Armor of Courage

Dhulrekk Thulfinson, Rune Warrior

Nalila Goldhammer

G'rond, Assassin

Giant Slayer x 3

Pummeler x 2

Horn of Battle

Troop 2

Konrad Graniteheart

Armor of Courage

Barnabas Ironbrace

Brock Battlebow

Guard x 5

Horn of Battle

This is a pretty straightforward build, but who ever said dwarves were subtle? Overall this build takes advantage of both the amazing defensive capabilities of the Kragmarr faction and their explosive damage potential.



Tactics

I would recommend leading your charge with Konrad's troop, with a solid line of Guards out front shrugging off long-ranged attacks. Follow closely with your expensive and slightly more delicate units in the King's troop. Just before you reach your opponent's line, allow the King's troop to push through and engage the meat of the enemy force.

The Horns of Battle in both troops are essential to close distance, as the vast majority of your army must be in melee to be effective, and dwarves are notoriously slow. Once engaged, the combination of the disabling Giant Slayers, and the elites/King with Runeweapon will carve through their forces while taking minimal damage in return. You should set your Pummelers into position where the enemy will be all but forced to attack them when their initiative comes up, allowing them to take full advantage of their Spiked/Vengeful combo.

Meanwhile, Konrad's troop can support the main attacking body from behind a solid wall of Kragmarr Guards, but thanks to Ranked, both Brock and Barnabas can pick off wounded targets and heal your expensive elites from safety.

Either Faction Doctrine can be used effectively with this build, depending on what you are facing or which one you feel more comfortable with.

