

Sam Barker

Dwarfs (Good)

Ironclad										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	4	-	5	2	3	12	14/16	110	
Headstrong										
Keywords: Dwarf										
Regiment(20)	4	4	-	5	2	3	12	14/16	110	
Headstrong										
Keywords: Dwarf										
Berserker Brock Riders										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	8	4	-	4	3	3	26	-/18	195	
Sir Jesse's Boots of Striding										
Thunderous Charge (1), Vicious (Melee)										
Keywords: Berserker, Dwarf										
15										
Earth Elementals										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	5	4	-	6	3	3	18	-/18	220	
Liliana's Tear										
Brutal, Crushing Strength (1), Pathfinder, Shambling										
Keywords: Earthbound										
Horde(6)	5	4	-	6	3	3	18	-/18	220	
Brutal, Crushing Strength (1), Pathfinder, Shambling										
Keywords: Earthbound										
Berserker Brock Riders										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	8	4	-	4	3	1	13	-/15	125	
Thunderous Charge (1), Vicious (Melee)										
Keywords: Berserker, Dwarf										
Troop(5)	8	4	-	4	3	1	13	-/15	125	
Thunderous Charge (1), Vicious (Melee)										
Keywords: Berserker, Dwarf										
Troop(5)	8	4	-	4	3	1	13	-/15	125	
Thunderous Charge (1), Vicious (Melee)										
Keywords: Berserker, Dwarf										
Steel Juggernaut										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	6	3	1	5	-/13	150	
Aegis of the Elohi										
Crushing Strength (2), Inspiring, Nimble										
Hand Cannon: (24", Piercing(2), Steady Aim)										
Keywords: Dwarf, Warsmith										
15										
Ironbelcher Cannon										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	-	5	5	2	0	2	10/12	110	
Cannon: (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot: (12", Att: 10, Piercing (1) - This attack always hits on a 6+)										
Keywords: Dwarf, Warsmith										
1	4	-	5	5	2	0	2	10/12	110	
Cannon: (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot: (12", Att: 10, Piercing (1) - This attack always hits on a 6+)										
Keywords: Dwarf, Warsmith										
Ironbelcher Organ Gun										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	-	5	5	2	0	12	10/12	90	
Organ Gun: (24", Piercing (2), Reload)										
Keywords: Dwarf, Warsmith										
Berserker Lord										Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	4	3	0	7	-/16	110
Mournful Blade Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3) Crushing Strength (1), Individual, Inspiring (Berserkers only), Vicious (Melee) Keywords: Berserker, Dwarf									15 30
Stone Priest									Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	5	-	5	2	0	1	11/13	90
Conjurer's Staff Bane Chant (2) Headstrong, Individual, Inspiring (Earthbound only), Stoneshapers Spells: Surge (8), Bane Chant (2) Keywords: Dwarf, Earthbound									10 20

Hero

Aegis of the Elohi	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Cannon: (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering)	
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Grapeshot: (12", Att: 10, Piercing (1) - This attack always hits on a 6+)	
Hand Cannon: (24", Piercing(2), Steady Aim)	
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Liliana's Tear	The unit is not affected by the <i>Dread</i> , <i>Shattering</i> or <i>Brutal</i> special rules on enemy units.
Mournful Blade	Individuals only. The unit gains the <i>Duelist</i> special rule.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Organ Gun: (24", Piercing (2), Reload)	
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Stoneshapers	If this unit has taken the Bane Chant option it may, after casting Surge on a Friendly Core Earthbound unit, immediately cast Bane Chant against the same target.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.